

100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

NEW DREAMCAST LAUNCH DAE INSIDE

October 1999

Issue 02

# dreamcast

128-BIT TECHNOLOGY • ONLINE GAMING

MONTHLY

## UEFA exclusive STRIKER

Football's finest hour

## SPEED DEMONS!

Ubi Soft prepares to unleash three of the fastest games on Earth...

## READY 2 RUMBLE

Floats like a butterfly, stings like a bee

WIN

5

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SEE INSIDE!

COOL BOARDERS BURRRN!, TRICK STYLE, TOY COMMANDER, WDRMS ARMAGEDDON, SOUTH PARK RALLY, NIGEL MANSELL RACING SCHOOL, DREAMCAST GIVEAWAY & SEGA PARK CREDITS

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## TOY COMMANDER

Remember Dogtighting with Dinky toys and racing Matchbox cars? Now do it again...



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## TRICK STYLE

The next generation of racing has arrived. Go air surfing - Trick Style

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Incomming! Team 17 want to hit you with fluffy sheep and mad cows...

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## WORMS ARMAGEDDON



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Oh my God, it's coming to Dreamcast - respect our authoritae!

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**exclusive**  
dreamcast

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Snow surfin' sensation!  
It's a whole new board game



## COMPETITIONS

# WIN!

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A day driving at Brands Hatch with our exclusive Speed Demons feature



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**Dreamcast Give-away**  
Five Expendable-branded Dreamcasts

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## Sega Park

1000s of FREE credits to your favourite arcade games



**dreamcast**  
128-BIT TECHNOLOGY • ONLINE GAMING MONTHLY



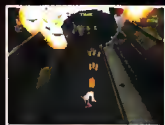
"Highly addictive arcade shoot-'em-up"

**dreamcast**  
MONTHLY

"Explosive, furious and satisfying"

Total  
**Dreamcast**  
Magazine

a thousand YEARS  
in the making



**Rage**  
SOFTWARE INC.



Dreamcast



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## EUROPEAN COMPUTER TRADE SHOW



24



This is one of the biggest computer shows in the world and Dreamcast stole the show, even though Sega itself didn't exhibit. Get over to Page 24 to sample six of the sexiest titles coming your way soon...

## ECTS 99



14

Is this football's finest hour? Join us in our eight-page epic adventure through the UEFA universe as we talk exclusively to the developers and one of Football's finest - Dwight York.

## SHOWCASE



## WELCOME BACK TO THE UK'S PREMIER DREAMCAST MAGAZINE!

**W**e all had a bit of a shock with the Dreamcast launch date being pushed back to October 14th, but we're just about over it now so check out the details in this month's Newscast over on Page 8. Earlier this month, we had the pleasure of attending Europe's biggest computer show - ECTS. Sega, on the other hand, couldn't quite make the effort to turn up at all. Still, there was more than enough Dreamcast goodies to feast our eyes on without its presence, even if it was strictly through our beer goggles. Flick over to Page 24 for the low-down.

So, what's hot and what's not this issue? We've got loads of top features for your viewing pleasure as well as our usual mix of top previews, reliable reviews and news from around the world. If you don't believe me, just flick to Page 14 for our no-holds-barred showcase.

Thanks for the excellent response we had from the first issue; Page 6 is where our brand-new letters page, Forum, starts. Some of the best letters are featured as well as some of your ideas for improving the magazine. Make sure you keep those letters coming in! Even though Dreamcast Monthly can't be as interactive as the Internet, we sure as hell can make sure you get what you want.

Sit back, relax, and enjoy the view...

Russell Barnes  
Editor DCM

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DCM brings you the real insider information on Midways new generation of console titles. From the bloody-nosed Ready 2 Rumble to the sheer bloody speed of Hydro Thunder - we reveal all.

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## SPEED DEMONS!

Ubi Soft is really starting to make a name for itself as a Dreamcast publisher. With three of the fastest racing games we've ever seen, this feature's a speed demon's dream come true.

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## DEEP FIGHTER

Criterion Studios is home to some of the most exciting and original Dreamcast software around. We've got a good feeling about Deep Fighter, so get over to Page 24 to see if you agree.

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**competition**  
**dreamcast**

# SEGA PARK

Back to Sega Park in sunny Bourmemouth for some more arcade-orientated shenanigans. We check out four of the hottest titles this month including the jaw dropping Ferrari F335 Challenge. Want to win free credits there ALL NIGHT? Page 92 is calling...



## WWW.ONLINE.COM

We all know about the Dreamcast's online capabilities, don't we? What - you don't? Get the ultimate low-down on Web browsing, e-mail and online gaming on Page 84.

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# EXPENDABLE DREAMCAST GIVE-AWAY

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Fancy owning one of the only five branded Dreamcasts in existence? Better flick to Page 22 and enter our world-exclusive Millennium Soldier: Expendable console competition.

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# forum

**Utter amazement... Here at DCM, we just couldn't believe the incredible response we had to our first issue. It's great to see just how many people are looking forward to the Dreamcast as much as we are and just how many Sega fans there still are regardless of what's happened in the past. We're sorry if your letter didn't make it in this issue, but keep those letters rolling in and next month, who knows - it could be you!**

## MISBEHAVIN' MEDIA

Firstly, I'd like to say congratulations; well done for an excellent first issue. Grovelling aside, I would like to ask a question that has been on my mind since I watched a report on the news about computers. A boffin said it was possible to play Sega Saturn games on the Dreamcast. Is this true, or is the media lying once again? Please help!

*Richard Corrigan,  
Southwick, Sussex*

DCM: Firstly, Richard, I'd like to thank you for your kind words, I hope you're enjoying the second issue as much as the first. Secondly, I'm afraid to say the media were lying once again. The Dreamcast is in no way compatible with the Saturn and there's a very good reason for that. The Saturn market is - for want of better words - completely dead. It would not be in Sega's best interest to do so as it wouldn't be worth the production costs involved. I know there are still plenty of hard-core gamers out there who still play Saturn games, ourselves included, but it's all about money at the end of the day and Sega doesn't want to be caught flogging a dying donkey.

## CONSOLE CONUNDRUM

After buying Issue 1 of your mag, I was still undecided whether to buy a Dreamcast after also reading about the PlayStation 2. The price of Dreamcast is great as I hope to get onto the Internet, and this would save me buying a PC. Like many impatient people who don't want to wait a long time for PS2, there is still concern that the Dreamcast is going to be the next Saturn. Personally, I think it's the games that are going to let this brilliant machine down as many software publishers and developers are reluctant after past flops (Saturn, Mega CD, 32X...).

*Steve Heward,  
Bradford, West Yorks*



## DCM:

That's a fair comment Steve, but what you've got to remember is that the Dreamcast is pretty much here, now. It's only going to set you back a couple of

hundred quid and it's fully Internet ready. The PlayStation 2, on the other hand, isn't going to be around for quite a while yet giving Sega plenty of time to create a good, solid user base of its own. The technical specifications of the PS 2 might look encouraging, but it's not going to be Internet ready from launch and is probably going to cost at least another hundred pounds extra. Don't forget either that Sega's strategy is one of upgradability. By the time the PS 2 is released, we should hopefully have a DVD Dreamcast with better specs all round - Sega of Japan has already got one up and running...



## HELP!!!

I need your help, I'm getting a Dreamcast for Christmas and I'm buying three games, but I don't know which ones to get. Please help!  
*David Macrae,  
Cramlington*

PS. Will there be any FIFA games on the Dreamcast?

DCM: It's very hard to recommend three games for you David - we don't know what games you're into! Given the excellent spread of genres that are covered by the launch titles, admittedly it's a tough one, but that's what this magazine is all about. Just read our review section and make your mind up from

there - rest assured that any games awarded a score of seven or above in DCM are well worth your time and money. As far as FIFA is concerned, it's not looking too good at the moment. Electronic Arts and Sega have not been able to come to any agreement in regards to developing for Dreamcast. But it's early days yet and these things are always subject to change.

## PICTURE PERFECT

On Wednesday I went over to my local newsgroup and looked to see if a new issue of any computer game magazine was out, to see if they had anything new on Dreamcast. As I was looking around, my eyes jumped on a huge picture of Sonic (my favourite dude in the history of computer games characters) sitting there, outshining all the other magazines. I quickly grabbed a copy, paid the bloke and ran home and into my room while hiding it under my shirt. I went straight to Page 56 and started to read through and I loved it. Your magazine's the only one so far that's given an honest review of Sonic Adventure. And not forgetting Soul Calibur. Oh my God! All the shots I saw seemed like FMV, but I tried to tell myself that this was all actual gameplay. It took a few hours in the toilet to convince myself it was not a dream. Soul Calibur looks great, with all the detailed characters and those thousands of hidden modes (sorry, I went over the top there).

In your mag, you said, 'what you want to see in the future'. Well I don't know if you have already thought of it, but demo CDs would be admirable. Plus the ranking you give at the end could you be more specific - you could give rankings for graphics, sound, playability and lastability, then give an average. Which brings me to my next point, I don't know why you gave HOTD2 an 8 out of 10.

It was a perfect arcade conversion with many more added features.

*Shakeb Ahady, via e-mail*



PS. Check out the picture I made and used to fool my friends into believing I had a Dreamcast.

DCM: Thanks for your honesty Shakeb - constructive criticism is really what we like to hear. The House of the Dead 2 scored 8 out of 10 for a very good reason back in issue 1. If you check out 'How we rate the games' on Page 54 of issue 1, or Page 50 of this issue, you'll see it says 'An incredibly accomplished game that features some ingenious touches'. To Claire, who rated the game, that's exactly what The House of the Dead 2 is, and I agree. Cheers for the picture, you could have fooled me...

## FAQ

**Due to the incredible response we had from issue 1, it's simply impossible for us to answer everybody's questions and comments. Here, however, is where we round up three of this month's most frequently asked questions...**

**Will Dreamcast Monthly be giving away free gifts in the future?**  
Everybody wants a demo CD on every issue of Dreamcast Monthly, but unfortunately that's just not possible at present. We will, however, be making sure that just about every issue from now on has a free gift. Next month, for example, we've got a complete solution to Sonic Adventure including all six

### THE COMPATIBILITY QUESTION

Hi, I was wondering if you could help me. I own a Japanese spec Dreamcast and I'm looking for a way to modify it so as to be able to play UK games. Do you know of any chips available for it yet?

*Paul, via e-mail*

DCM: First of all Paul, we've got to say that we don't condone altering or defacing Dreamcasts. It will cancel your warranty and could shorten the lifespan of an otherwise very reliable machine. But now to the question. No, there aren't any chips as yet, but we've recently had word from a very reliable source in the Dreamcast trade that there will be a special VMU that will hold all the code required to play Japanese and American games on a UK Dreamcast and vice versa. We don't know when and where this VMU will be available, but you can bet that you won't be able to pick it up in Electronics Boutique!

### DREAMCAST VIRUS?

Finally! A decent magazine that tells us about all the games that are featured on the Dreamcast. Hopefully you'll be able to put my mind at ease by giving me an answer to a few questions that have been bugging me for some time. Will they be releasing the very addictive Beat-Mania, Cuitar Freaks and Dance Revolution for the Dreamcast? Finally, is it possible to have a virus sent to you via e-mail therefore crashing your system, or does the DC hold an anti-virus program? Yet again congratulations on the great mag and keep it up!

*Lawrence Cooke, via e-mail*

DCM: As far as Konami's excellent Beat-Mania, Cuitar Freaks and Dance Revolution are concerned, we've had no word of any Dreamcast versions. Konami, on the other hand, has already released Pop and Music for the Dreamcast on import. It's not as good as Beat-Mania, but it's better than nothing. Sega has launched only very sketchy details about the

European Dreamcast's Internet plans - sometimes I wonder if they even know themselves, but then problems with other companies were the cause of the Dreamcast missing the original launch date.



**That's all for this month, but keep those letters coming in. Remember, we can't write the UK's premier Dreamcast magazine without your help!**

## TO THOSE WHO SERVE...

Thanks for all your letters offering ideas and improvements for Dreamcast Monthly. Following are some snippets from three of the best letters we received. So it's special thanks to Wayne Smith, Watto and David Bulmer. Write in with your own ideas and you never know, they might just make it into the magazine in time for Christmas...

**Wayne Smith,**  
Colchester, Essex

Wayne wants to see a demo CD on the Christmas issue and a Questions and Answers section before he subscribes. He drives a hard bargain, but a Q&A section isn't out of the question...

**Watto, via e-mail**

Besides spotting some spelling mistakes in DCM Issue 1, Watto thinks that we shouldn't be advertising a PlayStation magazine, although he says the model in the advert should stay in the mag! Can't help that I'm afraid, but you're a PlayStation owner anyway so what are you complaining about man?!

**David Bulmer, via e-mail**  
David sent in a massive e-mail outlining some really good ideas. A section in the magazine written solely by readers about the most-written-about Dreamcast subject matter is by far the best. If you want to see a small section of the mag set aside (not including Forum) for your views and comments then write in and tell us.

**Forum**

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# newscast

## WHY ARE WE WAITING?

### Has Sega got a good excuse for the Dreamcast's three-week delay?

**I**t shocked us, but in the most part, it was you patient gamers who couldn't believe the bad news. As the situation was beyond our control, we couldn't help the fact nearly all of our release dates were wrong in our launch issue and for that we dutifully apologise.

We all thought that we were having to wait an eternity for September 23rd of to come round, but when the announcement of a three-week delay came to our attention our faith in Sega faltered - just for a second, mind.

Then came all of your letters: why, you, why? You all cried. Well, shock, horror, gasp, it's all to do with 'technical issues' on the Internet side of things. There's nothing wrong with the DC's

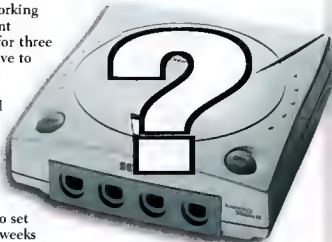
browser or the network infrastructure, it's a slight language problem. Europe has a total of 16 markets and therefore 16 languages (including English), and it's taking a while to complete the translations.

In a way, we should be grateful the problem wasn't with the games, or the hardware itself - the fact is, Sega wanted to get the whole caboodle 100 per cent working properly, and if that meant crushing all our dreams for three weeks, then we would have to cope.

JF Cecillon, Sega's European Boss, isn't fazed in the slightest - he's confident they've made the right decision. Even though almost everyone is just waiting for Sega to make a slip-up, if the company hadn't decided to set the launch date for three weeks

later, there would have been a lot of unhappy gamers returning their consoles and turning their backs on Sega indefinitely.

We hope we've managed to put your minds at rest. Now all we can do is keep our fingers crossed there won't be any more spanners thrown viciously into the works.



## GOOD FOR THE SOUL

### Soul Calibur makes Dreamcast sales soar

**S**oul Calibur received an amazing 40 out of 40 in Famitsu Weekly, the bible for the Japanese gamer, and it immediately shot to number one in the Japanese all-formats software charts when it was released on August 5th. Not only that, the Dreamcast hardware sales had a massive increase the week after its release.

Soul Calibur has been on the top of everyone's 'must buy' list for

months now and as we've said ourselves, it's the definitive fighting game and is set for release before Christmas. Mr Kazutoshi Miyake, Chief Operating Officer of Sega Europe says: "We're very excited to be working with Namco to bring Soul Calibur to European gamers. It's a tremendous example of the exhilaration and realism that Dreamcast can deliver, and the fact that this is the debut Dreamcast title makes it all the more impressive."

## MAD ON P

**L**eading videogame accessories manufacturer Mad Catz will soon be launching a new line of Dreamcast peripherals.

The company has seven products in the pipeline and was at ECTS at the beginning of September where industry boffins could test them first hand.

This first bunch comprises the MC2 Racing Wheel with retractable leg supports and 'cutting edge' pedal design, the Dream Blaster light gun, equipped with action buttons and superior optics

## • HEADLINES •

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## SEGA TURNS TO SPIELBERG

### The Lost World finds the Dreamcast

Steven Spielberg, director of the blockbuster movies *Schindler's List*, *Saving Private Ryan* and the two *Jurassic Park* films is rumoured to be overseeing the development of Sega's new arcade shooter.

Mr Spielberg has been giving his advice to Sega's game developers to ensure the game is as similar to the movie as it can be and to overlook the new title's overall quality. He wouldn't want to be related to a poor product now, would he?



## UBI SOFT TO LAUNCH DREAMCAST'S FIRST RPG

### Evolution takes the RPG back to its roots



So as not to remain in the shadows of the likes of Shen Mue, Ubi Soft has taken it upon itself to bring us the DC's first RPG. But Ubi Soft doesn't do anything by halves; because of the Dreamcast's specifications, the company has added some extra elements to Evolution to make it stand out from old PSX titles such as *Kartia* or *Guardians of Darkness*.

Evolution: The World of Sacred Device has crisp, full 3D graphics and takes place in a stunning Manga-style world. The player takes the role of Mag Launcher, the son of two great adventurers. As he gets older he decides he wants to follow in the footsteps of his

parents and discover the history of his people's evolution. With the help of Linear Cannon, the young girl he's taken care of since her parents' deaths, he discovers the ruins of an ancient high-tech civilisation. Exploring the ruins is only the start of the adventure, where the heroes access Cyberframes, relics from this past civilisation. Mag must struggle to the death with evil enemies in order to be the first to have the ultimate control of the Cyberframe.

The storyline is part-driven by the player, but your actions will affect how the plot unfolds. However, the most distinctive thing to look out for with Evolution is the graphics. We've all been used to characters with stunted movements - hell, there was even a time when they didn't have any facial features. So prepare yourselves for some movie-like cut sequences and battle scenes and to see your characters interacting with their environments by digging for clues and deciphering pictograms.

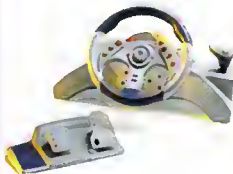
We couldn't get to the DC that was playing this game at the ECTS. Maybe that's an indication as to how popular it will be when it's released in February next year.



### Mad Catz to launch Dreamcast peripherals

and finally the S-VA Cable. Whitney Peterson, Vice President of Corporate Development for Mad Catz, said: "We're excited about the Dreamcast launch and believe Mad Catz can greatly contribute to the success of the platform with our innovative, value-enhanced products".

The retail prices for the peripherals haven't been confirmed yet, but we'll be play testing them ourselves soon, so keep reading.



for increased accuracy, the Dream Pad, Force Pack, Dream Switch RF adapter, Dream Cable extension lead,

## STOP PRESS

### Price List

Sega has announced the prices for all its Dreamcast accessories. Cast your eyes over these:

Controller	£19.99
VMU	£19.99
Keyboard	£19.99
Wheel	£44.99
SCART lead	£19.99
Arcade Stick	£34.99

### Limbering Up

Sega is set to release a new title which is based on the Sydney Olympics. The game will feature actual athletes and Olympic events. The release date is pencilled in for Spring next year.

### Cool Clobber

Rumour has it that Sega may launch a range of Dreamcast clothing. But this isn't as sad as it sounds, plenty of its own PlayStation T-shirts and other such promotional items. A garment bearing the Dreamcast's spiral logo could catch on.

### Quake for DC?

Developer id has been in discussion with Sega about the possibility of converting Quake III: Arena to the Dreamcast. Apparently, they've had the odd talk-out and now it may be up to another third-party to take it up. Let's hope so.

### It's Foxy

Fox Interactive has officially announced its Dreamcast line up. Games will include *Croc*, *DC*, *Planet of the Apes* and *Deadly Pursuit*. It's looking likely that none of them will be ready until early 2000, if we're lucky.

## STOP PRESS

## prospects

### Armada

Take the role of a captain on a huge spacecraft which has to set off to fight the Armada (a bunch of aliens). Give the captain a glowing reputation by completing tasks well. Four players can play hand to hand for some real fighting action.

### Chu Chu Rocket

This is Sonic Team's new title. It's an action/puzzle game which is playable online. It's due out on November 11th in Japan. We'll keep you informed.

### Grandia 2

The sequel to what was one of the best RPGs - ever. No details on the storyline as yet, but with the DC's capabilities, the mind boggles.

### Maken X

A first-person Doom-type game, but with 100 times more detail and a more chilling atmosphere. We have to keep our fingers crossed if it will come out over here.

### San Francisco Rush 2049

This third installment of the series is out in the streets. Set in the future, players race on psychedelic tracks in loads of different game modes; but will it give us a rush?

# SEGA PARTY IN STYLE

## Dreamcast launch party goes off with a bang

**F**ireworks literally went off at London's Commonwealth Institute in Kensington on September 5th as Sega gave the press and other industry folk a night to remember.

The launch event cost an estimated £1 million to put together and the guests certainly got their money's worth with a free bar. All night.

Celebrities such as 'Mini Me' from Austin Powers: The Spy Who Shagged Me joined the other 2,000 guests in copious amounts of

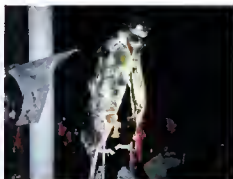
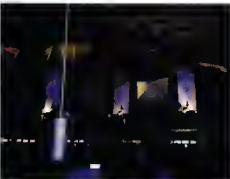
drinking and game playing. Over 200 Dreamcast pod display units littered the hall floor, running around 40 of the best in-house and third-party titles such as Metropolis and Soul Calibur.

All the top dogs from Sega were there making speeches, including the President of Sega of Japan, Sega Europe's President, JF Ceccillon and Giles Thomas (European Marketing). No big news was announced (unfortunately), but between them they talked about their new sponsorship deals and



their online facilities. They also showed more games footage which included a brief encounter with Shen Mue, which, of course, left the audience flabbergasted.

People partied, drank and played till the early hours of the morning, but most importantly, the Sega people proved they could large it with the best of them.



## JAPAN PUT IN THE PICTURE

### Japanese gamers dabble in photo editing

**D**reamcast owners will soon have the facility to edit, organise, enhance and store digital photographs on their consoles.

Sega has made a deal with Seattle-based Digital Intelligence

Inc. to develop an imaging technology called Picture IQ which is placed in set-top boxes, hand-held appliances and printers. Users are then able to download their photos onto the gadget and manipulate →

## IN THE NAME OF EDUCATION

### Dreamcasts to Japanese schools

**S**ega of Japan is planning to educate Japanese schoolchildren by supplying schools with Dreamcasts. The consoles will be supplied to over 200 schools just in time for the new school year. Sega's idea will involve the Dreamcast getting a new program called E-Station which can be used as a communication tool to gather educational information for their school subjects. Not a great deal is known about this just yet, but if they bring the concept over here, we think it may catch on.

## DREAMCAST MAKES THE NEWS

**C**NN featured the Dreamcast in its headline news earlier this month to showcase up-and-coming games.

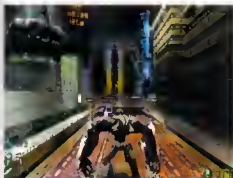
For many American gamers, it was the first time they saw titles such as Shen Mue, Soul Calibur and Ready 2 Rumble. By far the best-looking was

Shen Mue, which looked graphically stunning on the big TVs.

Youngsters were also seen to be impressed with Sega's new arcade games.







# SLAVE ZERO PUT BACK

**Infogrames still has work to do**

**T**he much-awaited Slave Zero has unfortunately been put on the back burner for a while with its new release date pencilled in for early next year.

DCM previewed the title last issue, but was told on a visit to the Playing Fields in London there were still some finishing touches to make.

The game involves the player taking the role of the 60-foot slave mechanoid Slave Zero, who is set countless missions to try and put an end to the evil SovKahn's plans to destroy and take over the world.

We did manage to play the PC version of the game, which is exactly same as the Dreamcast's. The game takes place in a massive city that bears a resemblance to the one we saw in The Fifth Element; with huge towering skyscrapers and vehicles flying overhead, Slave Zero



looks tiny in comparison. You start off on the lowest level of the city and gradually work your way up to the top (killing other mechanoids as you go). The scenery alters dramatically as you progress upwards, the sky becomes lighter and the buildings more colourful. If you like serious shoot-'em-ups and adventure-type games, this will be a dream come true, although, you're going to have to bide your time until the year 2000. Take a look at these new, exclusive screenshots we managed to get our hands on, courtesy of Infogrames.

prospects cont

## Virtua Striker 2 V2000

An update of Sega's arcade football hit, Virtua Striker 2. The graphics have been improved, there's now and improved victory dances, extra camera angles and advanced play AI.

## Toy Story 2

A free-roaming 3D action platformer where the player assumes the role of good old Buzz Lightyear. Action takes place over 15 levels and across seven massive environments as Buzz tries to save Woody - to infinity and beyond!

## Star Gladiator 2

The sequel to the first Star Gladiator. Capcom has taken the same elements and made them ten times better for the Dreamcast. There are 22 new characters who use plasma-based weapons that cause some amazingly colourful explosions.

→ them to their heart's content. DII and Sega will hopefully be releasing a series of Picture IQ peripherals for use with the Dreamcast during Autumn.

It's not known whether we'll have the pleasure in the UK, but if you want more information go to [www.digitelligence.com](http://www.digitelligence.com).

# US PRE-ORDERS BREAK RECORDS

**America couldn't wait for Dreamcast release**

**N**ine days before the official Dreamcast launch in America, the total pre-orders for the Sega console broke 300,000. This

smashes the PSX's old record of a measly 100,000.

Sega of America also aimed to set a new world record for the biggest 24-hour retail sales period in the history of the entertainment industry. They've made an educated guess of making \$45 million during the first 24 hours of being on the shelves.

# MOVE OVER PLAYSTATION

**Dreamcast keeping up with PSX sales**

**F**amitsu Weekly in Japan has reported hardware sales numbers that have had Sega of Japan jumping for joy. When titles such as Soul Calibur and Seaman hit the shelves, the console's sales matched the PSX's 1-for-1.

Japan has had a harder route to success than the US. They didn't have a 16 launch-title line-up, plus there was a distinct lack of RPGs, which we all know, the Japanese live for.

The main objective for Sega to concentrate on now, though, is to

beat the PlayStation's sales figures on a weekly basis, and it seems they're not doing too badly. The last updated figures saw the PlayStation at 78,434 units, the Nintendo 64 hit 34,395 units and the Dreamcast was keeping up nicely with 78,108.

Dreamcast software titles aren't doing too badly either. Sega's had three times the sales volume of N64 software. It will take a while to catch Sony up, though, but this is still considered a victory on Sega's part. Things can only get better.

## DREAMCAST CHALLENGE FAIR '99

**Sega of Japan begins special promotion**

**A**s well as a brand-new website design for Sega of Japan, the company has also started a new Dreamcast promotion.

Until October 15, gamers can send in their console's serial numbers and they're placed in a prize draw. They can win Mini Disc players, stereos, Dreamcast games, cameras, key chains and mountain bikes.

We can only hope Sega Europe decides to organise the same kind of competitions!

# INTERACT DREAMCAST RANGE UNVEILED!

**L**eadings peripherals developer InterAct has just unveiled a complete Dreamcast range and we've got the exclusive low-down on the whole shebang. Expect to see the first wave of peripherals to hit the shelves on the Dreamcast's launch date - October 14th - and others to follow within a matter of weeks.

## More Dreamcast gear, gadgets and gizmos

### Alloy Arcade Stick

**January 2000 £29.99**

This remarkable bit of electronic wizardry is actually made out of mirror-polished steel alloy! It uses high-precision micro switches for a more responsive control. The eight large arcade-style buttons and wide base give great control and stability and will probably last longer than the Dreamcast itself. The Alloy Arcade Stick comes with a built-in memory card slot and Vibration Pack port. This little baby

will be ideal for all fighting and arcade-style games like *Virtual Fighter*, *Power Stone* and *Ready 2 Rumble*. Just check out that sleek sexy design, a must-purchase at a surprisingly realistic price.

### Fission Fishing Controller

**TBA**

**TBA**

The Fission Fishing Controller offers the same sleek design as Sega's Official Fishing Controller, while InterAct's actually has state-of-the-art vibration feedback built in. It has four digital buttons and a precision analogue stick positioned on the front for total control. Lets just hope there's going to be more fishing games on offer in the future.



### Radius Racing Controller

**1st November £24.99**

The Radius Racing Controller is the first of its kind as far as console controllers is concerned. It functions as a normal four-button Dreamcast pad, but can also transform into the perfect driving game controller. By simply pushing

a switch on the back of the pad, the right-hand handle of the pad is released and pivots around the side of the pad, mimicking the action of a real steering wheel! The movement is silky smooth and analogue, additionally offering auto-fire functions and standard four-button layout, D-Pad and analogue stick. What more do you need?



### AstroPad - Various Colours

**14th October £14.99**

Taking a different design strategy to Sega's official pad, the AstroPad has a sturdier finish. The precision analogue stick takes note from Sony's official Pad and crosses it over for the Dreamcast. Featuring auto-fire functions and twin analogue triggers (positioned on the back), the AstroPad is a snip at £14.99.





## StarFire LightBlaster

14th October £19.99

This robust blaster offers a 'two-handed grip' design for the best firing position - there's nothing worse than trying to play one-handed for hours on end! It has a blisteringly fast built-in Auto Fire function too, so there's no need to worry about blisters on that trigger finger either. Coupled with additional Auto-Reload and Intelligent-Reload functions, as well as a Special function button and digital D-pad, the InterAct LightBlaster is accurate, comfortable and digital snip at £19.99. We can only hope that Sega keeps games like The House of the Dead 2 coming...



## Quantum FighterPad

TBA £19.99

The Quantum Fighter Pad has an arcade-style six-button layout and a specially designed ergonomic feel to make it another option for fighting game fans. The Digital eight-way pad has a much-needed rounded edge to stop blistering on the thumb and all six buttons are completely reprogrammable from scratch.

## LEADING THE PACK

As of the 14th October, InterAct will be launching a range of leads and extension cables too. Here's a run-down of what they are and how much they'll cost...

Controller Extension Cable	£4.99
RFU Adapter	£8.99
Stereo A/V Cable	£6.99
S-Video Cable	£4.99
Power Cable	£4.99
Cleaning Kit	£3.99
SCART / AV Cable	TBA
DC Standard VMU	£14.99
DC Tremor Pak	£9.99

**INTERACT**

UP'S BIGGEST & BEST VALUE SERVICE  
 WITH: release dates, charts & news  
 DREAMCAST, N64, PS1, GAMBOY & PC

# DREAMCAST CHEATS & TIPS



IF YOU'RE THE CHEATMASTER, IF YOU'RE STUCK AND FRUSTRATED THEN CALL ME.  
 I'M THE WISDOM LEADING SUPERPOWER FOR CHEATS, HINTS AND TIPS

## CHEATS, TIPS & ESSENTIAL GAMING ADVICE FOR VIRTUALLY EVERY GAME

A SIMPLE CALL  
AND YOU'VE GOT  
THE CHEAT!

FUNCTIONS FOR USE DURING YOUR CALL  
 PRESS \* TO RESTART SERVICE PRESS + TO MOVE BACK ONE STEP  
 PERSONS LOGGED UNDER 10 CALL THIS NUMBER ONLY  
 09066 098116 098116  
 PERSONS LOGGED 10 OR OVER MAY CALL THIS NUMBER  
 09066 098158 098158

Calls to the above numbers cost 60p a minute  
 This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 14 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 14 years and over have no maximum cost and call time restrictions. Ensure you are calling from a landline phone. Accuracy of the information is not guaranteed. Please get someone on speaker to assist in Interactive Inform Ltd., 8 Green Walk, PLEES. SAA or call our customer service on 0845 0202011 (local call rates apply).

CUSTOMER SERVICE: 0845 0202011

# COMPETITION HOTLINE

IT'S FUN TO ENTER & THERE'S A GENUINE CHANCE TO WIN

GAMEBOY COLOR



10 TO BE WON



50 COPIES TO BE WON



3 TO BE WON

MOBILE PHONE



10 TO BE WON

PLAYSTATION



10 TO BE WON

NINTENDO 64 plus GOLDENEYE



10 TO BE WON

DREAMCAST



5 TO BE WON

09066 098116  
 Calls cost 60p a minute to this number

Call the number above & play  
 'HUNT THE PRIZEMISTRESS' for  
 your chance to WIN

All entries must be received by the final closing date of 30th November 1999. This service should only be used with the agreement of the person responsible for paying the telephone bill. Calls cost 60p a minute and maximum call cost is £3.00. Ensure you are calling from a landline phone. At least one of each prize will be awarded 14 days after the closing date, however the number of prizes to be won will increase with the number of entries received, up to the maximum stated alongside the prizes. Entry into this competition means full acceptance of the rules and conditions. Send a SAE for full competition rules to Interactive Inform Ltd., 8 Green Walk, PLEES SAA.



'Ere we go, 'ere we go

# UEFA STRIKER



Get your boots on for Infogrames' all-action footie-fest. We look at the history of the game, the team behind it and even get Dwight Yorke to give you the lowdown on your kit again...

# In the beginning



## after hours...

Want to know what the good people of Rage enjoy playing after hours? All sorts by the sounds of it. On PC, they're playing Baldur's Gate, Everquest, Quake 3 demo, Matt Life, Oungew Keeper 2, Hidden and Dangerous and Rainbow Six. Consoles? Street Fighter 3 Alpha and the DC's very own Soul Calibur. Hmmm - and we thought they stepped for a game of FIFA...



INFOGRAMS  
UNITED KINGDOM

## on Striker

"This is a monumental release for Infogrames," says Senior Product Manager Nathan Wilson. "We're treating the release of UEFA Striker as the Last Temptation of Christ, for football fans".

## The Legacy of Striker

It all began way back in 1993, when amongst the wealth of Commodore Amiga-based football games came a new upstart, a little game called Striker. And whilst it didn't knock the then-great Sensible Soccer series from the top of the Premier League, it did enough to earn itself a comfortable mid-table position. Key memories of it? It was fast, playable and I could

score this fantastic goal where I zig-zagged all over the pitch, put in a blinding cross and punched the air with glee when my striker smacked it home. Ahem.

Next stop? Consoles. Specifically the



MegaDrive, the name of which still brings a tear to the eye (not as big a tear as the Saturn, but that's a different story). Unfortunately, the mid-1990s saw the launch of the FIFA franchise, which coincidentally also appeared on MegaDrive (along with umpteen other football titles), and the landscape was changed forever. Thus UEFA Striker, whilst being the only football game on Dreamcast for the time being, still has to convince those who are hooked on the titles that grace other formats - and we're thinking the likes of International Superstar Soccer Pro 98, FIFA 99 and the recently launched Premier League Stars here.



dreamcast

# showcase

## Who are Rage?

Fortunately, the team behind UEFA Striker seem to be a bunch who love a challenge. Ladies and gentlemen, we bring you Rage Software. Located in Birmingham, Liverpool and Newcastle, Rage Software came together at the start of 1992, just as 16-bit computers such as the Commodore Amiga and Atari ST were holding the attentions of the British game-playing public. Since the release of their debut game Striker, Rage has been involved in conversion work for the likes of Jonah Lomu Rugby for Codemasters and Darklight Conflict for Electronic Arts.

The company's finest hour to date, though, came in May 1998 when it released a title called Incoming on PC. You'll get to know more about Incoming no doubt throughout your Dreamcast-owning days, as that too is heading for Sega's new baby, but what you need to know is that it was a major step forward in arcade gaming, causing numerous jaws to drop and inevitably several hours to be lost. Today, Rage employs over 100 staff across its three offices, and it's been beavering away on UEFA Striker in various guises for a couple of years. There are other projects on the go of course, but for now our interest is purely in Striker.

## Rage for the Machine

"Our focus has always been on the gameplay first", says Rage producer Julian Widdows of the title that's been in development for two-and-a-half years. "The intention was to create something that felt like it was real football. We wanted you to be able to draw the defenders the same way you do in real life, to make space and create moves". Is this how it's developed since the original Striker, way back in the middle of the decade? "The physics of the ball movement are now a lot more accurate than they were a few years' ago. You can still play the game on a simple passing and shooting level, but over time things have got more accurate. For instance, now when you pass the ball, you get the option of a high or low kick, which lets you play the ball you want to".

Now, as we said we checked into our records and found a game called Ruid Gullit's Striker that was being previewed back in '88 that bears more than a passing resemblance - ie. they're the same title - to UEFA. What happened to Ruid then?

"Ruid has been involved in the game on a consultancy basis, and adds to the commentary in the game. However, acquired the UEFA licence, which let us use the official names and colours, so we felt it best to go with that".

But why bring Striker to the Dreamcast anyway? Okay, Rage had the first PlayStation

football game (a version of Striker tinnily enough), but was this a case of adding a Dreamcast version to the roster halfway through development.

"No it wasn't, the Dreamcast version was part of the plan from the start. Although we didn't have the Dev Kits from day one, Sega was really keen for us to go ahead and gave us loads of help". Such as helping you understand the intricacies of a hot new games console? "Yes. To be honest, we couldn't really see any reason not to bring it to the Dreamcast".

Any other titles influence you along the way?

"No, I wouldn't say that, as it wouldn't be fair to the team. We do play every football game that comes out, but that's because we like playing football games. This one is very much it's own game in its own right". And what are the football games - other than your own - that you like the most? "I think overall people enjoy playing International Superstar Soccer Pro the most. And we had an Amiga and ST out the other day, and had a game of Sensible World of Soccer".

Now UEFA Striker, as we've mentioned earlier, is being released on three different formats - PC, PlayStation and our beloved Dreamcast. As a

producer at a team of developers who've already got a couple of titles out on DC, how do you find working with the new machine?

"It's a lovely system to work with, and as I've said Sega was really good in helping us to get the most out of it. As Striker isn't really

## also from Rage

UEFA Striker isn't Rage's only contribution to the burgeoning Dreamcast scene, with two more titles being released on the format before Christmas. Expendable you probably already know about, but basically it's a hi-tech cinematic action fest that looks good and sounds even better. And then there's the Dreamcast version of their acclaimed PC hit, Incoming, which even eighteen months after its release keeps people glued to their computers. So there.



**Rage**  
Software plc

a game where we're pushing technical boundaries, we were happy just to have a consistent frame rate,

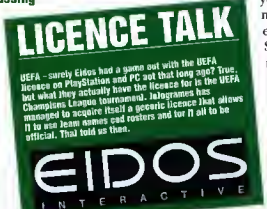
with powerful CPU and graphical options. For us, the important thing was the gameplay - that's why the game engine and artificial intelligence were written separately - it allowed the people involved to forget about how things looked at to focus completely on making sure their individual areas were right".

But there must be things you really like about the machine?

"Yes, I like it a lot as a whole; it's a very clean system. It's stylish, powerful and easy on the eye". And what about you personally? "I love the fact that finally I have Internet access in my lounge, and that I no longer have to go upstairs just to pull down my mails and browse the Internet. Now I can do it all in my front room."

One final thing we had to ask before we could let Julian go and program some more games for us - will we be seeing any more Strikers in the near future?

"Can't talk about it", he responds, before promptly nipping off back to whence he came. Julian Widdows, thank you very much.





INFOGRADES

ocean



## THE DWIGHT STUFF

**Review  
UEFA  
Striker  
ourselves?  
Yeah, but  
we thought  
we'd  
get a  
second  
opinion.  
Step  
forward  
Dwight  
Yorke...**



**You've had a chance to play with a Sega Dreamcast for a few days now - what do you think?**

I think it's great, the game looks really good and it plays very fluidly and smoothly. I can't wait to get my hands on one permanently!

**Any favourite games so far?**

I've only played UEFA Striker so far - I love that so I can't see myself playing anything else.

**What do you think of UEFA Striker? How does it rate compared with a wet Wednesday night at Old Trafford?**

As I said I'm really impressed by UEFA Striker. It was really easy to pick up and start playing, but once you get into it it's a tough game to get good at. I don't think there'd ever be a comparison with the real thing.

**What are your favourite bits of the game?**

I like how smooth it is and how realistic the graphics are. It also seems very clever the way the players make intelligent runs - they are getting closer and closer to the real thing.

**How good are you at it?**

Not bad. I'm quite good at these games - good enough to beat my brother easily.

**Out of the United team, who are the games players? Who are the ones to beat?**

I'm not sure. I think David May and Japp Stam play them - I suppose it's the only way they get a chance to shoot at goal!

**Finest games playing achievement to date? Any 10-0s?**

No, I didn't have long enough to get that good. I scored some spectacular goals, though.

**What are your thoughts on computer soccer games in general? How close do you think they get to the real thing?**

As I said, they're getting better and better all the time. It will never be as good as playing the real thing, but I must say it is a good feeling beating your mate when you play against someone else.

**Your career's had many highs over the past few years. Aside from the obvious ambition to go and play for Birmingham City, what do you want to do next... pop star?**

I'm enjoying playing for Man Utd so much, and we're so focused on trying to repeat the success we had last year that I haven't had to think about anything else.

**Finally, Man Utd. Where are they going to finish this season, and what silverware will you be bringing home?**

I think we can win it all again.

Dreamcast





You only need the analogue stick and VMU to get the most out of UEFA Striker. The digital D-pad is available, but the analogue stick offers the best control.

# UEFA STRIKER

## Stand up and meet the Dreamcast's best football game

**S**tarting a review of the Dreamcast's first, and thus by default, best, football game is a fairly daunting experience. You see, I love the Dreamcast, and even before the review copy of

## INITIALLY...

It's hard not to get sucked into the gorgeous visuals and high production values of the game, yet initially you're going to have problems getting to grips with it. However, does pay dividends.

UEFA Striker plopped through the post box, I was really wanting to write the review that delivers the news we all want to hear - that UEFA Striker is a fantastic football game.

Unfortunately, after spending several days in the company of Rage's opus, I can't do it. I can't sit here and pretend that it's better than ISS Pro, and that it makes every other format's footie games look like Division Three fodder. It isn't true. But wait. Before you conclude that this is a lost cause, read on a little further, because what I haven't told you yet is that whilst it ain't Dreamcast FIFA, UEFA Striker is still a very nice game in its own right.

First things first, the game looks absolutely blinding. Whether it's the slickly constructed menu system, or the in-game graphics themselves, this is Class A stuff.

Take the first time you stride onto the pitch for example. The stadium looks exemplary, the crowd are happily bobbing up and down awaiting your arrival, and the pitch looks like it's been prepared for a World Cup Final. Truly the Dreamcast is an awesome piece of kit. But anyway, before we get too far down that road, let's head off to the beginning..

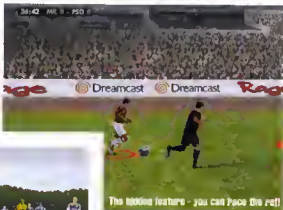
## First Impressions

When you enter UEFA Striker, you're presented with a simple but efficient menu system, which allows you to effortlessly find what you're after. It's bereft of fancy icons and animations, but maybe that's a good thing. Provided you're not the type of person who jumps in without bothering to



## set pieces

Those all-important dead ball situations are easy to control thanks to a well-thought-through, straightforward system, namely a great big arrow. Just use the arrow to aim, tap the controller and bob's yer uncle.



## COMING SOON...

### Premiership Football Manager

Infogrames has given us an action football game, and now they step into the management arena. Expect lots of stats, brain-numbing decisions and the chance to turn Birmingham City into the champions of Europe. It's due in November.

Publisher	Infogrames	Developer	Rage	Origin	UK	Genre	Sports simulation
Available	14th October '98	Players	1-4	Price	£39.99	Contact	0161 827 8000



You'll need good distribution from midfield to get anywhere in UEFA Striker



## commentary duty

No football game can be released without a commentary team behind it. Actual Soccer 3 had Barry Davies; FIFA 98's got John Motson; ISS Pro 98 has Tony Gubba - but what about UEFA Striker? Jonathan Pearce and Big Ron. The former is a familiar choice for fans of Channel Five's football coverage, with Pearce famed for getting, or, 'slightly excited' by the proceedings. It's not his first venture into game commentary, having already lent his voice to the PC version of Sensible World of Soccer. He'll also be joining in the fun for Nasbro's Sabutoo game, due in 2000.

Big Ron, now officially retired at 40, needs little introduction. However, get this. For special analysis before international fixtures, Head 1 left Alan Shearer on the bench and lost his job because of it! Gallit ups up to the mike. EA Sports must be shifting themselves.

But to be fair, it works reasonably well; the trio don't challenge the FIFA team just yet, but do manage to add a depth and atmosphere to the proceedings. But how about getting Trevor Francis for the sequel?



read on-screen instructions, you'll have little problem finding your way round.

On your travels around the menu, you'll find some diverting options. Customising your own team for instance quickly degenerates into a highly entertaining game of who can design the most grotesque football kit known to man. It's a game I won with my green, purple and orange number, if you're interested. You can take it a step further too, and input details for a complete team, then save them to a memory card. A nice feature that allows you to finally pitch the likes of Mansfield Town against AC Milan in that long awaited grudge match.

Perhaps the most interesting of the other options of offer - which consist of

the usual gamut of competitions and audio/visual options - is the training course. This allows you to practice various elements of the game, throughout defending, goalscoring and penalties, and work towards UEFA certificates. If you pass the entire course, extra teams are unlocked for you to battle against. I can't understate the effectiveness of the training course enough, as it holds you by the hand and coaxes you into pulling off cracking manoeuvres that would otherwise take you a while to work out if you followed the jump straight in method. Well done Rage.

## Game On

The bottom line is though, no matter how good the options are, if the match itself isn't up to scratch, you'll be trading the game in at Electronics Boutique (or wherever) before you've even got to the half time oranges. For me personally, it all started well. Two minutes in, I'd got a free kick on the edge of the area and promptly smacked the ball into the back of the net. And just as I was about to (wrongly) think that it was a little too easy, I was treated to one of the best action replay sequences I've seen, catching the action perfectly and moving the camera at

**YOU CAN EXPECT FOUL AFTER FOUL AFTER FOUL, WITH THE COMPUTER IN PARTICULAR BEING WHAT IS KNOWN ON THE TERRACES AS 'A DIRTY BASTARD'**



# showcase



just the right time. It was a facility that I was to enjoy a lot when I beat my mate 4-0 in two player mode.

Spurred on by my early fortune, I decided I was to abandon my tactic of cautious defence with the clear intention of catching them whilst they were down. Unfortunately, a power cut ruined my ambitions and my soon-to-be-famous victory disappeared before my eyes. Undeterred, I loaded the game up again at the first opportunity, set everything up and went off

to what you're used to.

Whereas the likes of FIFA keep the ball fairly tightly to feet, Striker isn't that kind, which does mean it's a bit easier to dispossess the player in position. This is a good thing, because the sliding tackle is an often clumsy tool that usually leads to a foul or a decent chunk of the ball along the ground. It's too easy to commit a foul, just because the tackling

your players forward, and the opposition defence can dig in, and despite having shot after shot, it'll end with few goals. That's because UEFA Striker makes you think about how best to break the computer down, which seems to adapt as the match goes on.

Example - my team spent the first half bombing down the wings, exposing the defence, only to find access limited in the

## WHEN I FINALLY DID PULL OFF SURELY THE GREATEST MOVE EVER PUT TOGETHER ON A COMPUTER SOCCER PITCH, GENUINE ELATION PUMPED THROUGH MY VEINS

to score lots of goals. Fat chance.

You see, when it comes to the crunch, you're far more likely to experience a series of 1-0 results than seven goal thrillers in UEFA Striker, and to be honest it'll take a good hour or two of practice before you feel absolutely comfortable with the game. This goes double for those used to other football games, who effectively have to unlearn the control systems their used to in favour of the far looser UEFA Striker set up. Don't get us wrong, you won't be lost at sea, it's just that Striker has a slightly different feel

system gets in the way - at times I had to conclude that UEFA Striker truly is the Dreamcast's most violent game - and that includes the likes of Powerstone and House of the Dead 2.

But how does that account for a series of 1-0 results I hear you ask? Ah, this is where the game gets good. You see, what I like about UEFA Striker that it does very well is that it feels intelligent. You can put together some very strong, flowing moves thanks a powerful and flexible passing system that's well worth mastering. And you can pile

second half as my players tired and the opposition caught on. End result - I had to change things around to get a breakthrough. Truly, UEFA Striker makes you earn your goals.

It's actually quite nice to find a game that stops you running up a cricket score, and perseverance and some tactical thinking will benefit you a lot. My eventual success was helped funnily enough by the in game strategies, which vary from counter attack, all out attack and plain old attack to corresponding defensive options. Arsenal fans will be pleased to hear that offside is

## can I have a new controller?

Whilst you can use either the traditional thumbpad or the analogue stick on the Dreamcast controller to play UEFA Striker, the pain barrier is likely to mean you'll be relying more on the latter. The game relies on quick reactions and moves y'see, and the analogue stick is both uncomfortable and cumbersome for this purpose. Maybe some innovative peripheral company will design an alternative before too long.



# CUSTOMISING YOUR OWN TEAM FOR INSTANCE QUICKLY DEGENERATES INTO A HIGHLY ENTERTAINING GAME OF WHO CAN DESIGN THE MOST GROTESQUE FOOTBALL

## option city

What good is a football game without options? Exactly, and UEFA Striker is bursting with them. Aside from the trawling made which we've babbled on about for long enough, you can choose to play friendlies, knockout cups, classic matches, leagues or major tournaments (with neat customising facilities included). You can have club teams, different stadia, varying weather, offside, snotty referees, and variable difficulty. And that still leaves some out.

What's more, you can save your configurations to the VMU for future reference. Cool, eh?



As you'd expect, there are plenty of camera angles on offer to allow you to view the action from various perspectives.



sport as accurately as possible.

At first, I just didn't like UEFA Striker, as I tried to get to grips with the control system whilst the computer confidently ran rings around me. There's little getting away from the fact that other soccer games are far more instantly

user-friendly than this (although part of this was down to me wanting to dive straight in as opposed to undertaking a bit of training first).

But as time went on, I began to acquire a grudging respect for it. The game was constantly pushing me, making me work harder to string together the move that would finally break down the defence. Hell, the damn thing was laying down a challenge that, weak minded as I am, I couldn't resist. And when I finally did pull off surely the greatest move ever put together on a computer soccer pitch, involving five players, intricate passing and the kind of finish that you can only dream about, genuine elation pumped through my veins.

offered as well. You can predetermine your strategy prior to kick off, and change it in seconds during the match. Thus, when the opposition had a player sent off, I changed my tactics and presto!

What you will learn over a period of time is how to master the initially frustrating passing. Whether you choose a high, low or through ball, chances are that few will hit the mark in quite the same way as those in FIFA. With UEFA Striker, when you pass you can control direction, height and strength in a more intuitive way than I'd come across before. It's nothing revolutionary - you choose the high pass or low pass button, hold it down, and let go of the button - but it gives you a nice extra element of control. Shooting particularly is helped by making you aim at the goal in a way that's easier to use than FIFA, especially if you use the analogue stick (you aim whilst you depress the shoot button). All in all, you can get a good, flowing game of football out of UEFA Striker, not a million miles away from their aim to represent the

Night games mean that the floodlights come into action.



Hey! Even the weak down the tunnel is included!



## Bottom Line

Now I really wanted to end this review by telling you that there's no greater football game on any format. I wanted to sneer at the PlayStation crowd with their ISS Pro 98, and deride PC gamers with their FIFA 99. But truth be told, both formats have football games that rank alongside this, with Konami's ISS Pro 98 still ruling the roost.

But let's not sell UEFA Striker short. It's a great looking game that offers a quite deep yet still highly enjoyable sporting experience. You get the impression that it's not really pushing the hardware to the limits (despite nice touches such as the aforementioned crowd), yet still are unlikely to feel robbed should you hand over your money.

So should you buy it? Well once I've given my review copy back, I'm going to. For me, it's something different from the likes of Michael Owen's FIFA Soccer Pro 99 that are hitting other formats. Okay, it's flawed in places, and certainly the tackling needs work in particular (roll on Striker 2000), but whilst I was making up my mind whether I really liked it or not, I realised that I simply couldn't stop playing it. And isn't that, after all, the bottom line?

**dreamcast**  
100-BIT TECHNOLOGY • ONLINE GAMES MONTHLY

It's not ready to challenge ISS yet, but UEFA Striker is a hugely enjoyable football game anyway.

8

**competition**  
dreamcast

**WIN**

**5 MILLENNIUM SOLDIER: EXPENDABLE  
BRANDED DREAMCASTS**



**Millennium Soldier: Expendable** got an admirable **8 out of 10** in last month's issue. So to keep the momentum going, this month we've decided to **give away five**, yes five, Expendable-branded Dreamcasts. They're all limited-edition consoles, so if you do win one you'll surely be the envy of all your mates. We had **thousands of entries** for last issue's Dreamcast giveaway, so let's see if you can make it **millions** this time round. Just answer this really *easy-peasy* question:

**What is it that's 'expendable' in Millennium Soldier?**

If you've still got your last issue of Dreamcast Monthly, you can find the answer in our review, but the question's so easy anyway, you should have no probs!

Send your answers on a postcard by October 30th to:

I Deserve a Dreamcast Competition  
Dreamcast Monthly Magazine  
Quay Magazine Publishing  
22 Strand Street, Poole  
Dorset BH15 1SB

The answer plus the winners will be announced in Issue 4 - good luck.

### Terms and Conditions

Read the following carefully before you enter the competition.

By entering this competition you are agreeing to be bound by the following terms and conditions. This competition is open to all residents in the UK, except for employees of Quay Magazine Publishing, their immediate family and anyone connected with the implementation of the promotion. No responsibility will be accepted as proof of delivery. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into.

**MILLENNIUM SOLDIER**  
**EXPENDABLE**

# ECTS 99

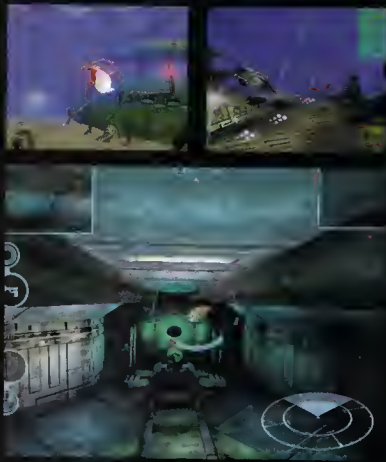
Even without Sega making an appearance at this years European Computer Trade Show, it was still a top turn-out for Dreamcast. All the major publishers were there showing their wares to all and sundry. Here's a look at six of the best Dreamcast future attractions...



<b>Publisher</b>	Ubi Soft	<b>Developer</b>	Criterion Software.
<b>Released</b>	Q1 2000	<b>Genre</b>	Action Adventure

# Deep Fighter

Dive into the action...



**A**s a rookie fresh out of the academy, you take on deadly missions to seek out and destroy your enemies and perform reconnaissance into uncharted waters. Meanwhile, droids and drones under your direction are busy constructing a giant mothership, the 'Leviathan', that will transport your civilisation safely away from these hostile waters.

Under the command of your very own state-of-the-art submarine as part of a fleet of fighter subs your missions will take you through six diverse living, breathing, underwater environments. These missions combine elements of furious dog fighting, adventure, exploration, strategy and even resource management. Customise your sub in order to stay one step ahead of the action, though be warned; the environment and enemies in it will change and mutate depending on your actions and ability.

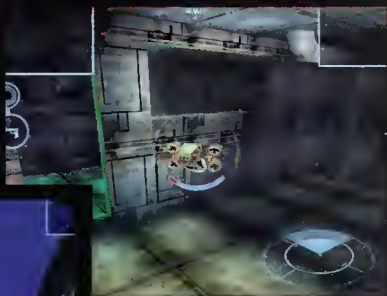
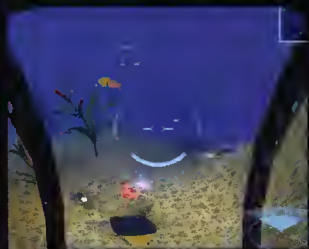
The story-line is designed to unfold as you progress allowing you to take multiple routes through the game. This means Deep Fighter offers tons of scope for replayability as there's no set route for you to take. Even then, orders barked through your subs communication system don't have to be followed. If you're in the middle of a battle against the deadly alien race of 'Silents', you're hardly likely to just turn your back and drive away!

While at ECTS we caught up with Gruffydd Jenkins, Assistant Producer of Criterion Studios and asked her a little about the game...

## What sort of technical innovations can we expect from the game?

There have been a number of innovations which include those made to the physically modelled environment. These include utilising real physics on the 'player controlled vehicles', in-game objects, a complex collision system and realistic explosions.

## A COMPLEX TALE OF INTRIGUE AND BETRAYAL UNFOLDS



### What is underlying structure of the game?

The game will follow chapters or acts as in a movie. Each act will have specific sub-objectives that must be achieved through using one of a variety of different methods. A complex tale of intrigue and betrayal unfolds to reveal the true secret of the player's existence on Earth. The game's mission structure evolves as it progresses, being more linear at the start, while being more freeform towards the end.

The overall objective, that runs throughout the game, is to build the Mothership and save your civilisation. The impending doom (the destruction of your landscape) will be shown visually with lava eruptions, cracks splitting across the seabed, rock slides etc.

Your homeland will be the central area of the world, with new locations being accessed from there (like a hub system with the spokes leading to new territories). New

locations will open at certain points throughout the game. The entrances being unlocked by, for example, a mining operation discovering a new cave network, skipping over a rock barrier on the surface, diving further into the deep with your enhanced hull strength or entering high caves when the tide is right.

### That all sounds pretty atmospheric...

Yes, there is a great deal of tension created in the game, which has an almost cinematic style. This is achieved with an array of special effects, dynamic-context sensitive music - which changes depending on the current environment and action, plus a number of cut scenes that help create a totally immersive experience. This is further emphasised with the living, breathing, gorgeous, ultra-realistic, non-linear environments that allow you to go anywhere and do whatever you like.





# ECTS 99

**Publisher** Hasbro Interactive **Developer** Team 17  
**Released** November 1999 **Genre** Strategy

# Worms Armageddon

The ultimate Wormage?  
Yes, sir!



## Incommmining

The first Worms title came out on both PC and the PlayStation; on the PSX, it reached Platinum status - a good indication of how cool it is. Perhaps the best part of the game is watching the various intro sequences that come cartoon-style. They usually involve two worms trying to get the better of each other, bringing out their real bad boy weapons. The second title took all of the original elements, but had extra add-ons, more weapons and better graphics. Will the series ever end? We sincerely hope not.



**W**hat a classic. If any of you haven't heard of Worms by now, where the goodness have you been?

Many moons ago, we were completely infatuated with Hasbro's first Worms game. The principle is simple and that's why it works so well.

You can play in single or multiplayer modes and you lead a gang of hard-core worms into battle on very strange-looking terrains that are either pre-determined or edited by yourself. Each worm has his or her own name (made up by you) and all you have to do is kill all of your opponent's worms. Each

soldier has 100 per cent life at the start of battle and by using different strength weapons, you must get their life down to zero. The first to do this to all their opponent's worms wins.

But it's the weaponry that adds the comical element. In Worms 2, you had the little old lady, sheep, cows, Ming vases, petrol bombs, letter bombs and many, many more. In Worms Armageddon, however, the total amount of weapons adds up to over 55. New killing devices include the Indian nuclear test, long bow, chemical bomb, earthquake, freeze, suicide bomb, French sheep strike and the aqua sheep. The terrains have

IT'S THE WEAPONRY THAT  
ADDS THE COMICAL ELEMENT

# geddon



Use girders to build a bridge so you can reach an unsuspecting worm...



also undergone some changes; there are 60 new custom landscapes which are bigger and better than before.

We've seen this title on PC and even though the idea's the same as it's always been, you just can't get enough. Remember those crates that are dropped off each time a player has taken his or her turn? Well there are more of those too—ten new ones, in fact, containing super speed-ups, invincibility, Double Damage, Laser Light, Landing Zone, Crate Shower, plus loads more; don't forget the exploding ones, though.

There's also a new training mode and single-player missions

with 43 stages and deathmatch modes. The training modes sound like a larf, as you can race sheep where you have two minutes to collect as many as you can. You can also play Crazy Crates and Euthanasia, where you have to catch the little old lady.

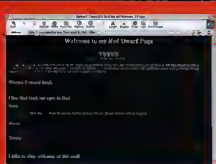
If Worms Armageddon isn't playable online, there will be some disappointed fans out there. For now, though, enjoy these luscious screenshots and prepare yourselves for a full review coming your way soon.

## sound bytes

Here's a bit of info you might not know about. If you get yourselves onto the Internet, you can find some alternative Worms sounds. There are hundreds of them, including sounds from South Park, the Simpsons and Red Dwarf. Unfortunately, there's no chance we'll be able to use them in the game when it comes to Dreamcast, but you simply must go to these two sites and have a listen:

[www.gooCities.com/TelevisionCity/set/1354/](http://www.gooCities.com/TelevisionCity/set/1354/)  
This site only has a sound bank for Red Dwarf. The sayings come straight out of the TV series and there's some gutting insults in there. Gimbold!

<http://worms2.gomestats.com/>  
There's loads here, including: South Park, Ron and Stimp, Austin Powers, The Simpsons, Ab Fab.



THE PRINCIPLE IS SIMPLE,  
AND THAT'S WHY IT WORKS SO WELL

# ECTS 99

Publisher	Acclaim	Developer	Tantalus Interactive
Released	1Q 2000	Genre	Racing

oh my god!



South Park 'the game' is set to come out on the PSX before Christmas and we've had a sneaky look. Only thing is, it looks absolutely awful. The idea is to throw snowballs at turkeys which are running loose around South Park. If you don't knock them out first, then they'll pock you to death. The graphics look dire - and that's not just because it's the PSX, we've seen a lot better than that from Sony's console - doh! (Oops, sorry, wrong cartoon.)



**YOU CHOOSE FROM DOZENS OF CHARACTERS, INCLUDING STARVIN' MARVIN, THE ADOPTED ETHIOPIAN**



**Y**ou have to love it. Every Friday night, 9:30 rolls around and millions of viewers grab their remote controls and flick to Channel Four. Then, for a whole 30 minutes, we're glued to our screens watching Stan, Kenny, Cartman and Kyle getting up to their usual foul-mouthed tricks.

So you can imagine how happy we were when we heard at ECTS that South Park Rally would be coming to Dreamcast. The game features multiple tracks including downtown South Park and South Park Forest. You can choose from dozens of characters, all of which have featured in the series, including Starvin' Marvin, the adopted Ethiopian. Cartman screeches through town in a 4x4 SUV, while Chef joyrides in his

wood-panelled station wagon. As Grandpa scouts the hills in his jet-propelled wheelchair, Officer Barbady looks for action in the South Park Police Cruiser, and Stan borrows his father's mid-life crisis hot-rod.

The South Park characters also have demented gadgets to thwart their competitors including the Mexican Staring Frog, chocolate salty balls, and many more. The game modes are based on holidays in South Park like Cow Days and Christmas and there are masses of multiplayer modes that feature fast-paced races and co-operative games.

Apparently, Acclaim has included a warning symbol on the game's box cover to inform gamers of South Park's mature content and language; but surely that's what sells the game? Kick ass.

# South Park Rally

It's just a bunch of tree-huggin' hippy crap...



# Dragon's Blood

<b>Publisher</b>	Virgin Interactive	<b>Developer</b>	Interplay
<b>Released</b>	Winter 1999	<b>Genre</b>	Adventure



## Hell certainly hath no fury...

**T**he Great Dragon, a spell-casting super-power, is trying to take over the world and you have to be strong enough to save humanity from its control.

Storylines that begin like this are a bit of a cliché these days and it's not very often that they lead to an amazing game. But we don't want to jinx Dragon's Blood from the start, as it truly does sound like a promising title.

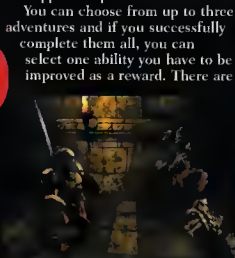
You begin your quest as a novice swordsman, armed only with average skills and weapons. You then set off into battle through 3D terrain with a bewildering array of ever-improving weapons whilst faced with a plague of bizarre and frightening creatures (some of which you can see in these screenshots). The action looks fast-paced, and a skilled player will soon transform him or herself into an unstoppable super-hero.

You can choose from up to three adventures and if you successfully complete them all, you can select one ability you have to be improved as a reward. There are

also a few bosses to tackle along the way, and you have to beat these to progress to the next stage of the game.

There are 17 enemies in total, all of which want to put an end to your courageous quest. They range from the Queen, an eight-foot-tall insectoid and a Dragon Knight who is half-man, half-dragon, to a hideous Hell Hound. All of these enemies possess different fighting characteristics which vary from their attack rate and manoeuvrability down to tactical tendencies. It's up to you to assess what their weaknesses are and to calculate the most effective method of destroying them.

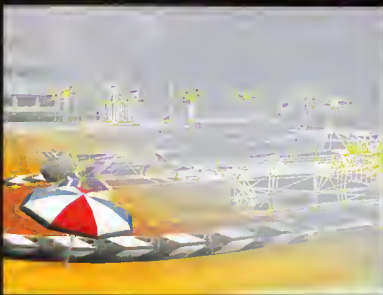
We managed to take a look at a preview version of this game at ECTS and the graphics looked faultless, but we're assured even more improvements will be made by the time it reaches the shelves.



**A SKILLED PLAYER WILL TRANSFORM HIM OR HERSELF INTO AN UNSTOPPABLE SUPER-HERO**

# ECTS 99

<b>Publisher</b>	Hasbro Interactive	<b>Developer</b>	Team 17
<b>Released</b>	TBA	<b>Genre</b>	Racing



# Stunt GP

**IT'S AN  
UNUSUAL  
MIX OF  
RACING  
AND  
HAIR-  
RAISING  
STUNTS**

**Batteries are definitely not included...**

It's great to have companies like Team 17 developing for Dreamcast. It really rocked the gaming world with Worms and we've got a good feeling it's going to do it all over again with Stunt GP. It may be a kind of 'toy racer', but don't expect gutless plastic; this baby's got the kind of balls King Kong would be jealous of.

Among the games many features, the first to stand out is it's unusual mix of racing and hair-raising stunts. Not only must you compete against five intelligent CPU-

controlled opponents, but you must perform stunts as you go. Doing this rewards you with 'Aeromiles' (a bonus for the amount of time spent off the track during a stunt) to bring in the cash to upgrade your car. There are five upgradable components per car leaving you with a staggering total of one million potential different car set-ups!

There's a total of 24 tracks at your disposal each offering a wealth of jumps, loop-the-loops and corkscrews. Play on these tracks is split through a total of nine single-

player modes, split-screen two-player and up to six players using the Dreamcast's modem. As far as we know at the moment there will be 16 cars on offer in all spreading a whole spectrum of different remote controlled car brands. To make your selection you must look through for distinctly different 'box sets' that offer difficulty settings through amateur to professional abilities. Further details on the game will be coming up in future issues, as we've got a hunch Stunt GP is well worth keeping a close eye on.



<b>Publisher</b>	Acclaim	<b>Developer</b>	Bizarre Creations
<b>Released</b>	Q1 2000	<b>Genre</b>	Action/Adventure

# Furballs

## Toytown meets Tomb Raider?

**B**rought to life using unique cartoon graphics, six gun-toting cute and cuddly characters known as 'Furballs' are planning to take over our gamesplaying nation using adult humour, comical puzzles and mindless violence!

Rod Cousens, President Chief Operating Officer, Acclaim International, says that it doesn't end there, however. "Furballs will be a showcase for the technologically-advanced capabilities of the forthcoming

next-generation gaming systems."

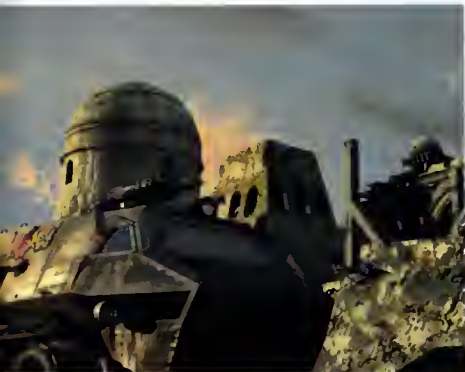
Though essentially an action/adventure game comparable to Tomb Raider and the like, there are many 'genre defying' touches in the game that should set it apart from the rest. Instead of just sticking with one character, for example, you'll be required to utilise each one's many different abilities to overcome different puzzles and enemies as you progress. All other information is a bit thin on the ground at the moment, but rest assured that we'll bring you more as it happens.





Publisher Glass Ghost | Developer Simis  
Released Q2 2000 | Genre Space Combat

# Jump Runner



## the engine

Glass Ghost is particularly proud of the game engine, and Brooksby was keen to explain the somewhat mind-boggling technical side. "It's called Daedalus," he says, "and is the most recent in a long line of Simis game engines. It's been built from the ground up to support true next-generation features, such as bump mapping, multi-textures and compressed textures, as well as being optimised for AMD and Intel's SIMD geometry instructions. Daedalus has been designed for highly complex and richly dynamic environments, supporting a massive number of dynamic lights, fully scalable animations and a powerful persistent object system." So now you know.



**Godalming in deepest Surrey is home to Simis, the developer responsible for a whole list of highly successful titles...**

**G**lass Ghost is a new label with an experienced and dedicated team who are focused on creating arcade games, with Jump Runner being one such title. Although still in its early days, we took a sneak peak at what looks like a sure-fire winner...

Simis has an innovative approach to development, with two separate development teams at its offices - one working solely on arcade games, the other on simulations, and both assisted by their own large R&D department. Currently, the arcade branch is working on Jump Runner, a new and innovative game aimed specifically for the Dreamcast platform. No expense is being

spared on the title and the first working levels are of an extremely high standard.

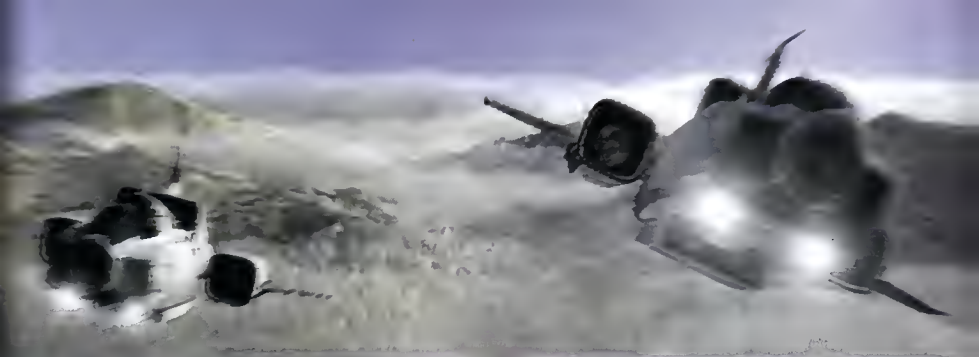
### Genre Bender

James Brooksby, game producer, considers this game to be: "to Elite what Quake II is to Wolfenstein. It's a free-playing space combat game where you get to play on the other side of the street. You can be as bad as you like as you search for fame, fortune and a good time."

The concept of playing the bad guy isn't a new thing: Dungeon Keeper did that for the strategy genre, whilst Jump Runner brings the same premise to the space opera scenario - which leads us nicely into the story behind the game.

You play Ethan Fall, a petty





crook who happens to be lounging around in a bar conversing with a 'customer' who wants you to take an antique puzzle (a kind of futuristic Rubik's Cube) from him and deliver it to one of his associates. Before you can ascertain where this associate is, a gang of assassins, members of the 'Brethren', burst in and kill him. You escape to your spaceship and take off to the nearest jump point, with the Brethren in hot pursuit. Unknown to you, an official of this group has decided he wants the puzzle you've so casually tossed to the floor of your craft, even if it means killing you in the process. Yes, you're in big trouble!

from the police also increases. However, it's not only the local law enforcement that will be chasing you; local corporation security and eventually all the authorities will be out to get you too. You therefore have to decide whether to go about any illegal activities overtly or covertly (although there may not always be that choice).

You begin the game as a small-time crook, smuggling between planets and carrying out a few reasonably paid, but low-key missions. Like *Elite*, once you have earned enough credits you can buy new equipment, cargo, weapons and ships. Unlike *Elite* though, you don't have to sell your current ship to get



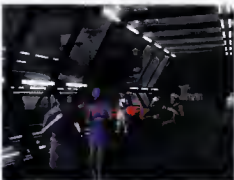
## YOU HAVE TO TAKE PART IN A VARIETY OF UNSAVOURY PURSUITS SUCH AS SMUGGLING AND ASSASSINATION

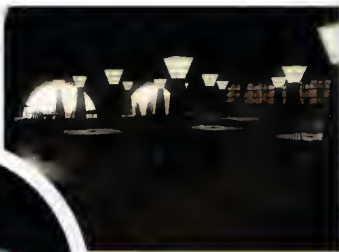
### Action, RPG and Much More!

In *Jump Runner*, the player has to deal with the criminal element of the galaxy and take part in a variety of unsavoury (but entertaining) pursuits such as smuggling, assassination, bounty hunting, kidnapping and sabotage. The player has a notoriety rating which, if it begins to increase, means the amount of attention you start to get

a new one: *Jump Runner* allows you to keep all your craft, with all their hardware, and to select which one you think is best for the next mission. These can be anything from tedious and mundane deliveries (albeit with illegal goods) through to a bit of piracy and assassinations. Obviously, there is an objective to the game, but you'll be able to take on missions that don't have a direct influence on your main purpose, but affect its possible outcome.

"The universe has its own narrative that is going on in real time," says Brooksby. "Events are triggered when the player reaches a certain level of competence or when he visits specific locations. You may





have to talk to other characters, but this game isn't about role-playing in an RPG sense. We've tried to give the game some of the characterisations, narrative, rich environments and character progression that are found in all the best RPGs, while bringing it a real sense of reality and depth."

The thing about Jump Runner that makes it so much different to the other games mentioned is that instead of simply finding a profitable route and flying between the two to

combining the elements of action, strategy and conversation, the combat part will probably account for around 80 per cent of your time playing. That said, with two different styles of game, there could be a risk of not appealing to fans of either, something that Brookby denies. "There is only one game here with an interface to it that is accessible and immersive. A lot of

Glass Ghost has been in the development process since early last year, and has come up with a couple of neat variations on the combat and cargo side of things. In other space combat games, such as the Star Wars series, ships that try to turn take an eternity to do so, in essence having to carry out long-

## cargo system

The cargo system involves carrying a single pod underneath your craft and gets away from the rather messy system of filling space is a hold. If you're having a disagreement with another craft and you manage to destroy him by hooking onto his cargo pod (assuming there is one), you can then take over his cargo. All floating pods can be scanned to find out what's inside before latching on, which is handy if you happen to destroy a cargo vessel that has lots of pods and you can't decide which one to target.

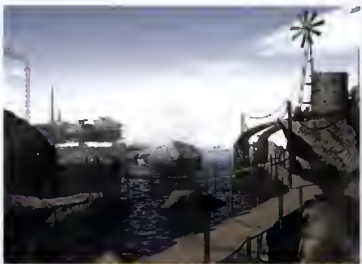
## THE GAME HAS BEEN TAILORED TO BOTH SPACE GAME VIRGINS AND VETERANS OF THE GENRE

build up credits, the illegal product that you can smuggle is limited. You may talk to someone who has something worthwhile, but he may only have three of them. In this instance, if you go back to him later, he won't have anything to sell you. You, in turn, may end up stuck with something no-one wants.

Although billed as a 'space opera'

thought has been put into the environment and gameplay and how they fit in with the plot to give the best game experience. The game has been designed with consoles in mind and, as such, is the first of its scope to be attempted. Elements of the game have been tailored to both space game virgins and veterans of the genre."

winded and dangerous loop-the-loops. Jump Runner gets over this problem with the implementation of a 'handbrake turn', which allows you to spin your craft around and head off in another direction. This clever manoeuvre does, however, leave you vulnerable for a few seconds, and is certainly not to be attempted by rookies.





# **extreme** **PLAYSTATION** magazine

## **A TASTE OF THINGS TO COME...**

**Exclusive  
pictures of  
the PS2**

**FREE** Presentation Issue of the  
new PlayStation Strategies  
magazine, featuring the full  
solution to Elder's incredible  
**SOUL REAVER**

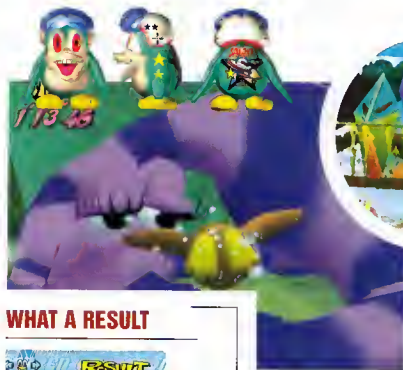


**ON SALE FROM 24TH SEPTEMBER**

<b>Publisher</b>	Infogrames	<b>Developer</b>	General Entertainment Co.
<b>Released</b>	October 1999	<b>Genre</b>	Racing

# Pen Pen Tricelon

Not to be played by the sane...



## WHAT A RESULT



In the Options Menu, you can also go to see how many races you've won or lost. The number of items of clothing you have is also listed and you're given a percentage of how much of the total available items you have. You're also told how many races you came last in, if that's not rubbing it in then what is?

Max power

**W**e originally saw this game when we picked up an import version and the Japanese menu screens merely added to our confusion.

Pen Pen is just outright barmy, simple as that. You control one of eight wacky Pen Pens. None of them barely resemble any kind of animal, person or lifeform, they're just strange. Once you've picked your runner, you pick one of the also-wacky tracks; there are 12 of them in total. Then, through a mixture of running, swimming and gliding, you bash your way through the track which is littered with various weird obstacles. Are you getting the picture yet?

There are additional characters (who you can't race with) who own the course. Firstly, there's Mrs Cream, the Mayoress of Sweet Town. All three of her courses are made up of candy, chocolate and other sweet things. Then there's Unga Pogo, the leader of the jungle, so as you can imagine, the three courses he owns are littered with

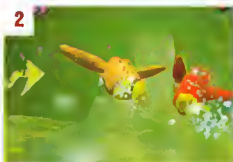


## dressing up



When your character wins a race, he's not only given a medal, but also an item of clothing. These are then collected and kept safe for whenever you want to make the characters look a bit different. From the start you're already given Mr Bow's favourite hat and Sparky's caal helmet.

treas and other such jungle-type things. Bambi Mask wears a mask and no one has ever seen his face. His courses contain all of his toys, and you have to watch out for springs that you bounce off when you run into them. Then finally,



1. Skeletons are just some of the obstacles to avoid on the Horror courses. 2. Swimming is a vital skill to practice if you want any chance of winning...

can play trileclon simultaneously on a split screen. Secondly, there's Time Trial, the objective of which is to practice running, skating and swimming. There aren't any other competitors or obstacles to enable you to improve your technique.

## PEN PEN IS JUST OUTRIGHT BARMY, SIMPLE AS THAT

there's Horror Man, a count from the Horror family which rules all monsters and ghosts on the Iced Planet. Apparently, he's 4771 years old, so he's looking a bit grim.

When you win a race, you collect your medal at the awards ceremony. Here, you're also rewarded with clothes you can dress up in. This must have been included to add a comical element to the game (not that it isn't funny enough already).

As well as a single race, there are two other modes of play to get your head around. Firstly, there's VS Icelon where up to four players

The graphics are colourful to say the least, all the characters are made up from extremely bright colours, and if you watch the introduction sequence to the game you get the gist of each character's separate personality.

Is Pen Pen for the younger gamer? Well, that's a difficult question. The way it looks is very child-like and the concept behind it all is rather bizarre. We imagine that if you're a bit wobbly after a few pints at the local and you go home to this game it will surely take on a whole new meaning.



## pick up a pen pen

You can choose from seven characters in Pen Pen, plus there are some extra ones to find. Here are a few quirky details:

Name: Mr Bow  
Pen Type: Pandog

Sex: Male

Characteristics: He's a little bit daft but always manages to speed ahead.



Name: Sparky  
Pen Type: PenPen

Sex: Male

Characteristics: He's always cheerful, and loves going fast.



Name: Jaw  
Pen Type: Penshark

Sex: Male

Characteristics: He's very grumpy and bad tempered.



Name: Tina  
Pen Type: PanPan

Sex: Female

Characteristics: She's fashionable, yet cute at the same time.



Name: Back  
Pen Type: Penseal

Sex: Male

Characteristics: Very, very strang but a little slow.



Name: Sneak  
Pen Type: Penactopus

Sex: Male

Characteristics: A bit of a jakar, ha loves to play tricks.



Name: Ballery  
Pan Type: Panhippa

Sex: Female

Characteristics: She speaks and acts very coyly.





# previews

<b>Publisher</b>	Video Systems	<b>Developer</b>	In-house
<b>Released</b>	November 5th	<b>Genre</b>	Racing Sim

If you're after racing thrills, you can't beat a good old-fashioned Formula One game. At least that's what developer Video Systems thinks, as the company has given us an insight into its Dreamcast debut



## F1 World Championship

### how's this for a CV?

Video Systems has, as we've said, been in both the video and Formula One game market for quite a while. Don't believe us? Check out some of these highlights from their track record.

Game	Year	Format
Senic Wings	Arcade	April 91
F-1 Grand Prix	Super Nintendo	April 92
F-1 Grand Prix Part II	Super Nintendo	Feb 93
F-1 Grand Prix Part III	Super Nintendo	April 94
Aerofighters Assault	Nintendo 64	Nov 97
F1 World Grand Prix	Nintendo 64	July 98
Official Formula One Racing	PC	April 99
F1 World Grand Prix II	Nintendo 64	July 99
F1 World Grand Prix	Gameboy Colour	July 99

**W**hen the company who introduced the first ever official Formula 1 game decides to do it all over again, it makes sense to sit up and take note. Especially when that company is Video Systems, whose track record in this particular genre is, shall we say, impressive. What's more, the fact that it's using terminology such as "the most realistic and detailed Formula One game ever produced" gives us an extra excuse to get a little bit excited, especially as the firm is so good at balancing the simulation and action-packed nature of the sport.

### Questions, Questions

But let's calm ourselves down and work out what's what. If I were to ask, say, Alistair McNally of Video Systems, to sum the game up in 20 words, what do you think he'd come up with? We don't know either, so we asked him. "A fast, furious no-holds-barred simulation of Formula One coupling state-of-the-art technology with outstanding gameplay", he offered. Only 19 words mind, but we'll let him off.

McNally, a self-confessed fan of Soul Calibur (aren't we all?), clearly enjoyed working with Sega's new baby. "Bringing F-1 to Dreamcast enabled us to create a much more



## in the works

Video Systems currently has a hectic slate which at the moment doesn't seem to offer any more Dreamcast titles after this one - although we're sure that'll change in due course. With plans to bring Formula 1 games to both the PlayStation and PlayStation 2, as well as *Harrier 2001* for the Nintendo 64, you could be forgiven for thinking they've left Sega's baby in the dark.

But wait! What's this? Two titles at the design stage, tentatively titled *Shadow Moon* (an RPG) and *GT Car* (a racer)? Maybe they'll be heading our way after all



accurate and realistic F-1 sim than was previously possible on the other formats. Developing on the Dreamcast is very different from that on other formats such as the N64, PlayStation or PC. You don't have to struggle with the machine in the early stages of development, which lets you concentrate on the actual game". Warning to his subject, he continues: "We have spent almost the whole of development working on the game and the game mechanics rather than reinventing the wheel with regards to getting an engine up and running

really enjoy calculating the fuel loads and adjusting the wing settings on every car on every circuit, while another player might just like to get into the thick of racing. We feel we have got a good balance between the technical and the fun aspect of F-1. Those that want to play with all the wing settings, tyre combinations and fuel loads can do so. Those that want to be straight into the action immediately can be there with the minimum of fuss. Above all else, F-1 should be fun!". Indeed.

Video Systems has produced

crucial than ever that things keep running smoothly throughout.

So will it be any good? Yes, it probably will. Video Systems is experienced enough in the genre to make this into something special, whilst hopefully continuing to maintain that ultra-fine balance between accurate simulation and a

## THOSE THAT WANT TO BE STRAIGHT INTO THE ACTION IMMEDIATELY CAN BE THERE WITH THE MINIMUM OF FUSS

and all the tools necessary to use it. This allowed us to create F-1 in 10 months from scratch, with a new company, new team and on a new platform. No small feat".

Okay then. So you may have put it together fast, but where do you draw the line between the detail of the sport and giving us a good game? "This has always been a difficult area", he confesses, "especially since one player might

games for all sorts of formats over the years, as you'll know if you read their softography elsewhere on this spread. In terms of the Dreamcast, the company appreciates the power of the machine and the flexibility it gives the developers, especially as it allows them to pack in the kind of detail they wanted to whilst keeping that all-important frame rate high enough to give a good game. With racing games in particular, it's more

damn good game. Certainly from what we've seen, there are going to be few complaints on the sound and visual side of things. But whilst the game looks promising at the moment, we're not going to know till November if this is rostrum material or just another clapped-out old banger sitting in the pits.

## you could try Monaco

If the thought of waiting for Video Systems to unleash F-1 is too much, why not try Ubisoft's Monaco Grand Prix, which is already waiting for you on the shop shelves. It's quite a heavy simulation of the sport, and won't appeal to boy racers, but if you like your racing games heavy and involved, you could do worse.



<b>Publisher</b>	Acclaim	<b>Developer</b>	Acclaim Sports
<b>Released</b>	October 1999	<b>Genre</b>	Sports/Slm



**T**here's a certain logic to bringing wrestling into the world of video games. Whilst on telly you're presented with a well-orchestrated pantomime that just stops short of the crowd screaming 'he's behind you!', on a games console you can simply get on with the job in hand - smacking the crap out of the opposition.



## MAKE YOUR OWN

If you're not satisfied with the wrestlers included in the game, Acclaim has included an option that lets you design and play your own! This is a great feature and allows you to physically customise your own wrestler to perfection. Let's just say that in the wrong hands, this kind of thing, or, tends to get a little 'creative'.

WWF Warzone is, surprisingly enough, the first venture into Dreamcast wrestling, and as usual our expectations are through the roof. Hey, the machine packs 15 times the power of a PlayStation, and the version that greets the format has more than its fair share of fans.

Well, the good news here is that WWF Warzone is genuinely shaping up to be a very nice game indeed. Still a number of weeks away from release, the programmers have clearly gone for something a little more than the multimedia treat we're expecting.



## sounds painful

One of the best features of the game has to be the sound. When a bout is in progress, the last thing you can expect is silence, with every thud and grunt bursting out of your speakers. And then there's the taunting and commentary, which add nicely to the atmosphere of the proceedings.

**It's been well received on the PlayStation, but how will Acclaim's acclaimed wrestling game fare in Dreamcastland? We catch up on the progress of WWF Attitude**

However, that's not to say they've shirked on the visual side of things. Oh no, wrestling fans will be in their element here, with all the pomp and circumstance transferred to the game. You'll see a life-like interpretation of your chosen wrestler walk into the ring, playing to the crowd, and - natch -







1. As well as the usual game modes, *WWF Attitude* also features 'spit the heat'... 2. At the end of a match, you can see your player's game statistics... 3. Some of the wrestlers' costumes don't leave much to the imagination...

hurling abuse at his opponent. And once you get down to the match yourself, the large representations of the participants lumber around the ring convincingly enough, with an intelligent camera system immediately zipping to the best angle. All it leaves you to do is the wrestling itself. The lavishness of the graphics in the game aren't lost on us, and the version we saw still had work to be done on it. Suffice to say, in terms of looks this will kick the ass out of the PlayStation version.

### You Want Some?

But that's how it looks, what about how it plays? Early signs are promising. Every button on the Dreamcast controller is needed to perform the array of moves on offer, which range from a simple smack in the mouth, to - with a little practice - some utterly violent, damage-inducing spectaculars, complete with the sound of snapping bones. You'll need multi-button combos to pull the best moves off, but the surge of satisfaction will be hard to beat.



Special moves are grouped into six categories - special attacks, behind attacks, aerial attacks, ground attacks, grapple moves and ready moves. At the end of each bout, a statistics chart pops up breaking down your success in each of these areas, ideal for pinpointing where you need the practice. In all, over 400 moves are promised, including some individual to each of the 40 included wrestlers.

## THE LAST THING YOU CAN EXPECT IS SILENCE, WITH EVERY THUD AND GRUNT BURSTING OUT OF YOUR SPEAKERS

As for options, you get to choose between a simple Exhibition Match, Career Mode, King of the Ring or your very own pay per view. The latter allows you to set up your own special events and speciality matches, whilst the Career option lets you do just that - set up and play a career as a wrestler. These extra

options do give extra longevity to what can sometimes be a short-term challenge.

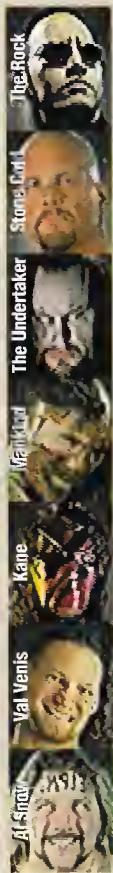
Want more? Well Acclaim has obliged. There are 20 different game modes, including new goodies such as Lumberjack; in addition, motion capturing technology has been employed for a realistic look, you can use weapons - hell it seems you can do what you bloody well like.

In terms of concerns at this stage, we've a limited list. First of all, the loading times on the preview version we were sent verged on uncomfortable, although not quite at the sod-this-let's-go-make-a-cup-of-tea stage. And then there's the fact that, at its heart, it feels like a PlayStation port. Sure, everything's being spruced up for the game's debut into Dreamcastland, but at its heart, is this exactly the same game that Sony lovers have already had for months? Those points aside, we can't hide from the fact that *WWF Attitude* does look like a whole heap of fun. According to Acclaim, it will lay the smack down. So there.



## meet the cast

There's 40 - count 'em - wrestlers included in *WWF Attitude*. Want to know who they are? Then here's a taster of who you can expect to find.



# feature

# MIDWAY'S MIDAS TOUCH

Written by Derek Dela Fuente

**MIDWAY**

With a brace of top coin-op titles under its belt already, Midway Computer Entertainment looks set to dazzle us with a brace of high-quality titles for the Dreamcast. We get some insider information...

## WITH THE RELEASE OF DEFENDER, WILLIAMS INVENTED THE MOST ADVANCED GAME EVER AND WON THE HEARTS OF A GENERATION OF GAMERS

**W**illiams Manufacturing was founded by Harry Williams in 1942. Under his direction, the company pioneered the pinball industry, and Harry was immortalised after Williams became the first to incorporate electricity and sound effects into pinball machines.

The popularity of Williams' games soared over the years, helped by a range that included pistol packers, pin games and rifle practice, plus games like Aqua Fun and Stockage featured elaborate artwork, 3D scenery and moving targets. Williams' first videogame, the two-player Paddle Ball, proved a successful preview of videogames to come. Shortly after, Williams released Pro

Tennis and Pro Hockey. These more sophisticated videogames enabled two- or four-player competition.

In 1980, the company wisely anticipated the videogame revolution and moved into the coin-op game industry. With the release of Defender in February 1981, Williams had invented the most technologically advanced game ever created and won many accolades, including highest-earning videogame. Not to mention, of course, winning the hearts of a generation of gamers.

It was in 1988 that Williams bought the amusement game division of Bally, which, in turn, had bought out Midway in the 1970s, so Williams became the owner of Midway. The rush of new technology invented by the company allowed it to

create the great successes of Mortal Kombat and NBA Jam. One of Midway's main strengths is a strong internal R&D department, with 15 full-time programming teams. This, coupled with the company's external development partners, accounts for 53 active projects.

In order to increase its business outside of the USA, Midway Home Entertainment, Inc. set up an International Headquarters in London, called Midway Games Ltd. The new UK company publishes software for N64, Game Boy Colour, PlayStation and the new Dreamcast console. With a plethora of games due shortly, and with a long list in development for the next few years, Midways looks like it's going to make an indelible stamp on the console market. ■

## READY 2 RUMBLE

**I**f you take a gander at the current games scene, you'll see that you can count the number of boxing titles on one hand, so Ready 2 Rumble comes as a breath of fresh air. It has a fine mix of action tempered with realism and a well-constructed management side, giving boxing fans a title that'll bring them many hours of varied enjoyment.

The game starts with the gravelly tones of Michael Buffer, world famous for his boxing catchphrase, "Let's get ready to RUMBLE!!!!!!!" And from the early version we played, it becomes obvious that the game rumbles very nicely, thank you.

The development team has gone for a cartoon representation of the boxers, a good

move as this means more scope for adding some extra moves and ploys by the boxers. But don't be misled into thinking that the game doesn't represent a true boxing simulation. It does, and you can't fail to be impressed by the wealth of easy-to-learn punches, tactics and fighting styles on offer. It's the power of the punches and the realistic inertia that make you feel like you're really taking part in something rather than being simply a viewer. Use a rumblestick or similar and the game reaches even higher levels of enjoyment.

As you'd expect, there are some really nifty combo moves to learn and the controls work well, allowing you to fend off punches, duck, dive, bob and weave, just

as a real boxer would, although the reaction of the controls does tend to queue up if you tap on too many buttons. And just as in a real boxing match, your opponent will taunt and goad you into making rash moves - but thankfully the ear-biting is kept to a minimum! A nice all-round game and very playable.

## THERE ARE SOME NIFTY COMBO MOVES ALLOWING YOU TO FEND OFF PUNCHES, DUCK, DIVE, BOB AND WEAVE, JUST AS A REAL BOXER WOULD





## READY 2 RUMBLE CONT...

### BOXING CLEVER

#### Selene Strike

Brazilian Selene is, without a doubt, one of the best female boxers in the world today. Her graceful technique is backed by lethal power, particularly with her potent straight and right hook. Not particularly fast, this young veteran makes up for her lack of speed with awesome toe-to-toe tactics.

#### Boris 'The Bear' Knokimov

Boris is a folk hero in his own country and a living legend across Eastern Europe. Arguably the most well-rounded fighter on the circuit with both inside and outside attacks. With the support of the best Olympic coaches and gyms in Croatia, Boris trains intensely for every fight believing that he will never let his country down.

#### Nat Daddy

An intimidating American with an awe-inspiring presence, Nat is one of the largest figures in the sport physically and professionally. Relying on his super-long reach and frightening agility, he is regarded as a legitimate contender despite his somewhat limited arsenal of punches. Still, one can't help but think that someday he could take the championship belt by force.

#### Salua

A former Sumo wrestler who originally came from Hawaii, but later moved to Japan to take on the world's greatest Sumo wrestlers and become grand champion. A consummate disciplinarian in relentless pursuit of developing and refining his skill, Salua enters boxing and leaves his championship behind in an attempt to bring respect to the sport he loves.

#### Tank Thrasher

Hailing from the States, Tank used to fight in the extreme sport of crocodile rodeo, but soon got bored of the 'lack of serious competition'. Boxing is his natural forte now and he's become a leading contender - often misleading opponents with his apparent lack of conditioning. Trash talking and pummeling opponents into submission, Tank holds up convincingly against the better-trained boxers.

#### Kemo Claw

A wily old boxer from New Mexico who baffles opponents with his somewhat mystical fighting style. It is said Kemo Claw channels the spirit of the greatest warriors from his family and that his long reach and towering height are the products of shamanic magic. Barely uttering a word, his actions speak loud and clear.



#### 'Big' Willy Johnson

A real Brit, Willy comes to us from the late 1800s where he was the undisputed fisticuffs champion. Brought to the present through a mysterious rift in time, he resurfaces among modern-day gladiators in an attempt to remind the world where the sport originated. From a time where there were hardly any rules, no time limit, and little protection, Sir Johnson serves up a rowdy blast from the past.

#### Butcher Brown

Colombian Butcher is a goofy, cocky boxer who was once the undisputed champion. After a leave of absence and a long bout of personal turmoil and disillusionment, an inspiring relationship with the spiritual Kemo Claw reunites him with the sport that once made him famous. Armed with newfound confidence, he is determined to unify the championships.





## Bruce Blade

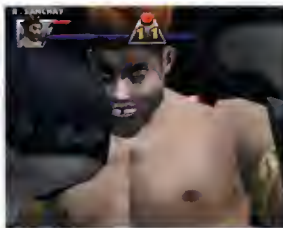
A skilled naval shipyard engineer and notorious ladies' man, Bruce moonlights as a boxer in identity shielding headgear. The added protection is also rumoured to protect his dashing good looks, not to mention his over-inflated ego. New to professional boxing, his hit and run tactics might seem cowardly to some, but has also caused critics to doubt his seriousness for the sport.

## Angel 'Raging' Rivera

One of the toughest and most endearing boxers and undefeated in the amateur circuit, he was known for adhering to the styles of boxing purists. Abandoning the confines of his traditionalistic techniques in exchange for a wilder and more reckless path, he is now fuelled by revenge. He has little respect for those he must defeat in order to again face his nemesis.

## 'Furious' Faz Motar

The former bodyguard of a wealthy Middle Eastern entrepreneur, Faz comes to the ring with a gritty no-nonsense style. Fully backed by his wealthy benefactor, he is a cutting-edge specimen in the world of professional sports. Don't let the flashy garb fool you - he is dangerous both in and out of the ring.



## Lulu Valentine

A US graduate student in business and fashion design, Lulu Valentine supplements her world-famous clothing line with her other profession: prize fighting. Her compact and efficient punches generate surprising power that often catches opponents off guard. Lulu's stunning looks and knowledge are more than enough to help her climb the ranks where she hopes to make a name for herself.

## Jimmy Blood

A furious and malicious fighter, Aussie Jimmy is uncontrollable at the sound of the bell. While often criticised for his constant lack of discipline, no one can deny his fight-winning power and audacity among the professional ranks. His weapon of choice: devastating lunging hooks to the head.

## Afro Thunder

A New Yorker, Afro Thunder is immensely agile and talented, and tried his hand at many careers before heeding the call to professional boxing. While not having the greatest record, he never fails to draw a huge crowd with his showmanship and trademark flair.



Emmanuel Valdez, Lead Artist and Co-designer of Ready 2 Rumble, told us what the team aimed to achieve with R2R.

"Early on, we were concentrating on making a more sim-like boxing game, but then realised that the game would be a lot more fun and appealing if we took the arcade route. The goal was to create a game that would appeal to the masses and not just the hard-core boxing fans. The boxers have their own styles, but all share the same number of fundamental punches and moves. They generally have about 3-4 special moves and some have string combos.

"Each boxer can bruise and swell on different parts of the face according to where they get hit. A boxer will also lose teeth as the fight goes on. Since we wanted a more comical and fun feel to the game, we opted to have no blood and cuts. We have a few moves that have yet to be released for some boxes and the hidden boxes are released as you win a belt in Championship Mode. The Championship Mode gives you the opportunity to customise and train your own boxers to compete for a title fight. It ultimately puts you in the role of a boxing manager."

## TEAM TALK



**Y**ou could easily be misled into thinking that this 'gold' version is a mixture of all the old games packed into a neat little compilation, but not quite! In fact it's all the very best of MK, brought together with enough new bits added to make it almost a new game.

Gold has over 20 selectable fighters, including several hidden ones. For example, favourites from Mortal Kombat II and III, like Baraka, Kitana, Sektor and Cyrax, will join other fighters to flesh out the already crowded arena of brawlers from MK4. Developer Eurocom has re-designed the 2D levels into new 3D ones (such as the Soul Chamber and church from MK3), and put in new ending sequences, music and sound FX for all the additional characters to give the game a new burst of life.

## This Mortal Kombat

Mortal Kombat Gold is being touted as the definitive game in the MK series, designed specifically for the Sega Dreamcast with no other versions planned. This is the first MK game that has all the advantages of both an

# MORTAL KOMBAT GOLD



character is comprised of over 3,000 polygons and animates at a full 60 frames per second. In addition, Mortal Kombat Gold uses the CD ROM storage display full-motion video to illustrate the game and includes additional characters and backgrounds (from MK2 and MK3) to join the MK4 warriors.

Midway was eager to point out that this was no mere port with a few new additions. The characters here have multi-layered

## massively mortal

The highly successful Mortal Kombat series has sold tens of thousands of coin-operated arcade units and over 20 million home games released on all major consoles. It has also spawned two major motion pictures (Mortal Kombat, Mortal Kombat: Annihilation), a live-action television series (Mortal Kombat: Conquest), an animated series (Mortal Kombat: Defenders of the Realm), as well as hundreds of licensed products. Altogether, the Mortal Kombat franchise has generated billions of dollars world-wide.

## Cool Graphics

Mortal Kombat is one of those games that you've got to play to see to appreciate the special effects and graphical diversity it contains. It's the simple touches that give the game its vitality and brings it to life. I asked Mark, one of the team at Eurocom, about the machine and any tricky problems coping with the graphics?

## MORTAL KOMBAT GOLD DELIVERS EXACTLY THE SAME QUALITY AS THE MK4 ARCADE MACHINE VIA THE NEW DREAMCAST HARDWARE

arcade game and a home game. It delivers EXACTLY the same quality graphics as the MK4 arcade machine via the new Dreamcast hardware.

To achieve this, Eurocom had to use the same 3D models as the arcade machine, something that would have been out of the question on other console formats, as each

textures so they look less like polygons and more like detailed motion-captured actors. In fact, you'll see few instances of the meshing problems and minor slowdown that were associated with MK4. Some parts of the game look much better now, and the backgrounds have certainly been reworked to show off the Dreamcast engine.

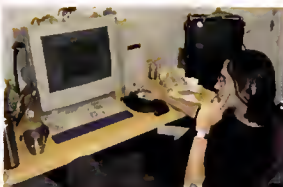
"Looking at the specs for the DC, you'd think that 8Mb of VRAM is more than sufficient for any game. But when you analyse the layout and requirements for VRAM, this 8Mb is soon eaten up. All textures in MKG are at a much higher resolution than all other versions of home MK4. Where possible, we store textures at

John Tobias, co-creator of the highly successful Mortal Kombat game series, announced his resignation from Midway Games Inc. as of July 30th, 1999. Also departing are David Michieich and Joshua Tsui, veteran Midway game designers. The three have been responsible for the art direction and design at Mortal Kombat, Mortal Kombat II, Mortal Kombat 3, Mortal Kombat 4, Ultimate MK3, MK Trilogy, and MK Mythologies: Sub-Zero, as well as a handful of other Midway video games. With 21 years of experience between them within Midway, the trio intends to pursue several creative ventures in the entertainment industries. Further details will be available shortly.

## A NEW BEGINNING?

## eye candy

MKG will run at 640x480 resolution - higher than the arcade machine version - with two multi-million colour textures, not the normal 256. It runs at 60fps with the same polygon count as the arcade. As Mark of Eurocom says, "Working with the Dreamcast has been great. There were trust-falling times early on when the hardware was still in development and we began work on Mortal Kombat Gold, but this is the case with any new platform. Things really came together during the last 2-3 months of development and we can finally see the Dreamcast in its final form. The Dreamcast is a very powerful console and it has a number of hardware features created specifically for creating high-end console games. Obviously there are other things we would have like



to seen in the hardware but that will always be the case. You always want something else. The Dreamcast has allowed us to create an amazing version of Mortal Kombat without the normal problems on consoles that require cutting the game down to fit it in RAM or keep up the frame rate."



I asked Eurocom whether MKG will take advantage of the fact that there are few controller jacks and Remble peck? "Yes, we are supporting the DC Jump Pack. MKG also supports the VGA output from the Dreamcast using the optional VGA Box, this will allow you to hook it up to your PC, that is if you can get the box".

## ON THE PERIPHERY

the original arcade resolution. However, during worst-case scenarios, compromises do have to be made to keep within the limits of the VRAM.

"Creating Mortal Kombat Gold involved a lot of work between us and Midway's original arcade team to make sure that the game matched expectations. The first task was to convert the 2D moves from the previous games into a form suitable for the 3D environment of the MK4 engine. The original source code for the previous games was used as a basis for the moves for MK Gold. Since the other Mortal Kombat games were based on a different chipset to Mortal Kombat 4, it wasn't possible to take the original codes, but it was a very useful guide for timing and conditions for moves.



"Midway provided us with new motion-capture animation sequences for the MK Gold characters, which allowed us to make each move unique rather than trying to just re-use existing animations. Once we had the moves implemented in the game, it then underwent a lot of testing by both us and Midway's original arcade team to make the moves as near to the original games as possible. Since each fighter has their own set of unique moves from previous games, adding additional ones could have unbalanced the gameplay of these characters. But all the moves they had previously in MK2, MK3 and those added for MK Trilogy have returned in Mortal Kombat Gold. Of course, you can't have a real MK game without finishing moves - something that made the game popular in



the first place. We've now moved away from humorous finishing moves - like the babalities, animalities, and friendships - and have now gone for more impressive fatalities!

"One thing that did give us a slight problem were the game controls. These are very like those for previous Mortal Kombat games: you have two punch buttons, two kick buttons plus the block and run buttons. Primary attacks like kicks and punches are assigned to the front four buttons, and the block and run to the triggers. Ideally we would have liked a six-button pad plus two triggers, but this four-button set-up does work quite well once you're used to it. Mortal Kombat Gold also supports the Dreamcast Arcade stick, which I'm sure all fighting game fans will buy to avoid the same limitations as with the DC control pad."

## HYDRO THUNDER

**H**ydro Thunder is a high-speed, 3D, super-boat racing game with a variety of spectacular water tracks and numerous selectable boats. Hydra takes racing in speed boats and turns it into an experience that could well be taken from Live and Let Die.

As a member of the Hydro Thunder Racing Association you are at the top of the speedboat-racing league. You seek out new and ever-more-dangerous challenges in pursuit of excellence. No unexplored waterway is too dangerous. No rules. No restrictions. No manners. No law.

For some reason, water-based racing games have never fared too well with games players, despite offering just as many possibilities and options as their land-based equivalents. I put this to producer Kevin Potter, who answered succinctly. "Hydro Thunder is as fast (if not faster) than the average car racing game, and for my money, a tad more interesting. It's pretty easy to get into, features responsive controls and boasts 'real Newtonian physics'. Apart from the excellent handling this gives each of the 13 boats, it also means that each of them reacts to 3D waves and terrain obstacles in a very realistic way, especially if you're using a feedback stick to play with. It's very difficult to accurately emulate the physics of



a boat on water, but we have achieved it."

There is a great range of different boats to choose from, from prototypes to super-fast V-hulls, and all with the different handling capabilities as you would expect. As we've come to expect, there's also a practice mode which allows you to try out tricks and the general control of the craft before actually racing. But to be honest, most of the control interface is so responsive that you'll be handling boats like a pro within a few minutes.

The additional options the game carries are fun, but not that original: lots of power-ups and boosters to pick up along the way. The booster gives you a few seconds of speed increase which in most cases can mean the difference between winning and losing the

## arcade classic

Steve Rank, Producer of the arcade version, told us this: "The Dreamcast version of Hydro Thunder will have everything that the arcade version has, plus a few bonuses, including more tracks. I'm excited about the Dreamcast, but in the games industry, it's still early days. In effect, we are really at the beginning, and so over the next few years you will see a quantum leap in games!"

"In Hydro Thunder, real Newtonian physics are used to emulate the unique feel of high-speed racing boats. As a result, gamers can feel their stomachs churn as their boats react to vicious 3D waves and wild terrain with a realism unmatched by any other home console game on the market," said Kevin Potter.



Hydro Thunder Team. Top Row from left: Gary Carbone, Steve Rank, Scott Goffman, Mike Starich and Andy Wilson. Bottom row from left: Douglas Hanley, Dale Henderson, Brian Silva and Eric Browning.

## HYDRO THUNDER CONT...

game - so use it wisely! The other main option is the 'Mighty Hull', giving your boat a kind of physical power-up that means any obstacle you hit is tossed out of your way.

Each track has a good spread of water conditions that alter the game tremendously to give a bit of variety. From ramps and waterfalls to jump, secret pathways and tracks to find, and even a number of secret boats you can race, it's all here.

### Nice Boat Race

Where HTRA does score over others, however, is in presentation, quality of graphics, craft handling - and FUN! The freedom that playing on water affords seems to add another dimension of enjoyment that's hard to quantify - but whatever it is, this game has it in buckets. Two-player modes will be available on the final N64 and Dreamcast versions, which should up the enjoyment even more.

Everything in the game is nicely polished and gives you the feeling that you're playing a quality title. On some tracks, I lost games because I was too busy gawking at the beautiful backgrounds! So what did Kevin believe was the most exciting aspect of the game? "The sense of speed you feel when racing down tight corridors and the thrill you get when jumping off flowing waterfalls. There is incredible depth to this game,



meaning it's not just a game about racing on a flat plane, it's 3D in every sense of the word. Hydro Thunder drops racers off 50-foot cliffs, has numerous ramps and jumps, and offers many opportunities to stray off the beaten path through secret tunnels and pathways. This is 'the benchmark' of boat racing games."

The controls are possibly the most important aspect of the game. "It was very important to us that the home version of Hydro Thunder offered the same sort of pulse-pounding excitement as the coin-op version," said Kevin. "It posed an interesting challenge for us to replicate that kind of intensity. Luckily, the Dreamcast hardware was up to the task. In the arcade version, you're sitting in a seat that rumbles and



there's an incredible force feedback system that really makes you feel like you're in the driver's seat of a hydro boat. The key challenge for us was to incorporate real physics used in the arcade version and make them work with the home controller. Adjustments were made and the final result is that we have a game very much like the original arcade version."

Whilst this game isn't going to tax your brain too much, no matter how disinterested you might feel at the start, by the first 20 minutes you'll be a heap of sweaty something or other. With 11 tracks to race on - from Venice canals to a ship's graveyard - plus all the added secret bits and pieces, HTRA does offer great value for money. It's also coded with a learning curve that has been tapered to please both the experienced player and beginners. Hydra throws down the arcade gauntlet to arcade players - have you got the skill, guile and fast reactions to win through?

**HYDRO THUNDER IS THE BENCHMARK OF BOAT RACING GAMES, DROPPING RACERS OFF 50-FOOT CLIFFS, OVER RAMPS AND JUMPS, AND THROUGH SECRET TUNNELS AND PATHWAYS**

**W**e searched high and low to talk to the people involved on this title, what with the design team dotted all over the US. If you look at the impressive screenshots from this game, you'll be drooling. Just like the coin-op version, the Dreamcast version of NBA ShowTime will have an arcade mode where you can play the CPU by yourself with a drone partner, or join three of your

## NBA SHOWTIME

friends in a four-player game. You can also save your progress on the VMU and play for the Grand Championship by beating all the NBA teams and secret teams. There is also a 'create player' mode where you can customise a player by selecting different

head and body types, including some of the NBA mascots. You're given a set number of attribute points at the beginning and then earn more points the more wins you accumulate.

There isn't much speech aside from the announcer that calls the action. Just enough to add to the excitement of the game. If basketball is about action then this is hot and the view the user gets is impressive. During gameplay, there is one default camera that scrolls left and right to track the play. There are auto instant replays for big dunks and key shots that draw from a number of actual NBA or NBC camera views to show off the great looking players.

One question that I put to the US team was that faces in all sports games are dodgy and most are in need of plastic surgery. "Our



# NFL BLITZ 2000

## all-American action

Andy Kaffka, Associate Producer, told us this: "Blitz is the only [American] football game around that includes all the fun elements of football and eliminates all of the boring elements. Blitz is a football game where anything goes - that is its edge. The game does include a number of key stats, but the focus is on the action. How bad you beat the other guy is usually determined on the field instead of looking at a stats screen. It has so many good points. The players and stadiums look great and the action is fast and furious. NFL Blitz 2000 has tons of new features. It now allows four players to play simultaneously, contains new plays, team playbooks, an offensive and defensive play editor to create your own plays, all new stadiums and fields, a great motor, more challenging field goals, updated player rosters, improved AI and new cheats and secrets."



**T**his arcade action, no-holds-barred American football title is still in development. It's based around the arcade machine version, but should also include some new ingredients for the home platform.

There have been loads of similar games, but Midway is hoping that all the time spent on developing this one will ensure the game blows away all the competition. With the emphasis on action, fun and playability, this



**THIS GAME IS ABOUT EASE OF PLAY, VICIOUS TACKLING, AFTER-THE-WHISTLE CHEAP SHOTS AND MIRACULOUS TOUCHDOWNS!**

shouldn't be compared with games like 'John Madden' where the prime factor is realism. This game is about ease of play, vicious tackling, after-the-whistle cheap shots and miraculous touchdowns!

Thoughtful play calling and strategy are afterthoughts here: a deft touch on the stick and quick button presses are your best allies in this seven-on-seven affair. So heavily action-orientated is the game that there are no penalties to slow things down. You can look forward to all the features of the arcade game here. Pick your team from a wealth of NFL squads, where you get to control some of the best players, mixing offensive and defensive play.

The control of the players will be very much the same as other action games, with buttons for controlling jumping, spinning and stiff arms on offence, and tackling and switching players on defence. Other buttons will give you speed-ups on either side of the ball, and also will allow players to perform some of the moves with more aplomb - higher jumps, etc. Controls will also be customisable.

The game's graphics will be better than the arcade cabinet version and there's the inclusion of a 'New Season' mode, allowing players to take any of the game's teams through the 1999 season, including the playoffs and the Super Bowl. The game will also have a handy play editor to create your own plays.

As discussed the game is still going through the process of development, so we shall bring you some more mouth watering details on this Gridiron game shortly!

design team in Chicago has beefed up the polygon count on the players' heads to offer more detail than any other basketball game to date. You'll notice Scottie Pippen's classic grin and Allen Iverson's corn rolled hair in very high detail."



Attention not only to the look, but also the physics has been the over-riding factor as the team leader emphasised. "The ball physics are accurate right down to the ball bouncing correctly off the rim. You'll see a wide variety of both missed and made shots that bounce around the rim. We've gone a bit extreme on the player models. Each player is bulked up and their attributes are boosted to match, allowing each player to pull off moves in our game that they can't in others. When it comes to the players themselves, we believe we have got them moving perfectly. We don't have signature moves, but each player has their own set of moves based on their attributes. You'll see the high flyers pulling off more amazing dunks than your average three-point bomber."

It's a great machine. We can do a lot more with the DC than we could have with other platforms. Even the controls are quick and tight. The DC is a powerful piece of hardware that tears down many of the development limitations that we have dealt with on other platforms.

**midway  
praise the  
dreamcast**



# review con

**Blue Stinger**.....56  
Activision's action-adventure has got a real sting in its tail.

**Cool Boarders Burrn!** 72  
UEP Systems makes its Dreamcast debut while continuing the Cool Boarders series.

**Racing Simulation: Monaco GP** .....66  
We take a fresh look at Ubi Soft's racer after its European face lift.

**Speed Devils** .....62  
Fast cars, huge tracks and some excellent incentives to win, Speed Devils shows real promise...

**Super Speed Racing** ....70  
Sega's Indy Car racing simulator might be fast, but does anyone outside the United States give a damn?

**Toy Commander**.....76  
Dinky cars and toy soldiers might appeal to the kids, but Toy Commander offers some real hard-core gameplay.

**Trick Style** .....52  
Is this simply a trip back to the future or does Trick Style re-write the racing genre?

## TRICK STYLE

The future of racing games has arrived! Trick Style features futuristic hoverboards, dark, cyber-punk cityscapes and a huge dollop of breakneck speed. But that's not where it ends - go to Page 54 for the full low-down...

## BLUE STINGER

Action-packed with a bit of horror spice, Blue Stinger is one hell of an adventure bought kindly to us from Activision and we've more than put it through its paces...



## TOY COMMANDER

Remember the days as a kid running around the house pushing toy cars and flying miniature planes at arms length? Toy Commander takes you back, but it's much more than a kids' paradise, however, there's some hard-core games playing to be done...



## CASTING VOTE - How we rate the games

Dreamcast Monthly utilises a vast pool of hard-core game journalists. Our scoring system is fair and completely without bias to ensure complete reader satisfaction. Here's how it all works...

Don't expect to see a game awarded this prestigious mark in DCM very often. It's a score that's safely reserved for games rated at the parent god, fashioned into a veritable work of art.

10

It's not a role, but in general this will be the highest score you'll encounter in the magazine. Games of this quality are the reason you bought a Dreamcast in the first place.

9

An incredibly accomplished game that features some ingenious touches. Games awarded this mark have all the required components to keep the fastest player happy.

8

An above average game that does the genre it represents justice without necessarily being particularly innovative. A game receiving this score may have a few niggles but is an enjoyable experience nevertheless.

7

Flaws are starting to become more evident here, you'll have to be a fan of the genre to really appreciate a game of this quality's worth.

6

Average games like these often have redeeming features, but will be seriously lacking in areas like longevity, gameplay or control. Bugs and glitches might also be evident.

5

Games awarded this mark might hold your interest for an evening or even two, but beyond that you're looking at a very expensive coaster. Best avoided unless you're a really flaky git.

4

We're getting into the realm of the playable game now. Just an hour's play will be enough to make you sick your wrists with the otherwise redundant CD.

3

There's a few lines here between this and the next mark down. Perhaps the dire quality of the game/graphics/voices gives you a hugh or two before it gets binned.

2

Complete med after points. Don't you rest games receiving this score, you'll regret the £1.50 overnight fee and realise you'd have enjoyed throwing your money down a drain much more.

1

A publisher would have to dig up a copy of the original E.T. just some somewhere in the Nevada desert, port it to DC and call it a 'retro classic' for a zero to be awarded. Pretty unlikely really...

0

# tents

**dreamcast**  
128-BIT TECHNOLOGY • ONLINE GAMING MONTHLY



## PERIPHERALS

There are many peripherals available for the Dreamcast like the Vibration Pack, Steering Wheel and Gun Set to name but a few. We tell you what peripherals are compatible with the game you're looking at, and cover any other special requirements while we're at it.

### Peripherals



Although with this category we hope the information about the peripherals will be useful, we must warn you that some peripherals may not be compatible with all games.

## INITIALLY

The first thing to look out for, beyond the name of the game, is this box designed to give you any first impressions we have. You might have to sit through ten minutes of boring story before you get down to the action, or maybe the gameplay takes a while to get into - you can find out here.

**Initially**  
In the initial review, we give you a taste of the game and excitement of the action. We also tell you what you can expect to find out here.

**Initially...**  
We don't have any other information about the game, so we're missing out? You decide by the game's name.

## INFORMATION

This section of the review speaks for itself. All vital background information is catered for here, from publisher to price.

### SUPER SPEED RACING



These 'tweaks' in the game are...

## VMU

Because the Visual Memory Unit plays an important role in a large number of Dreamcast games, we've decided to spare this space to talk about it. If there's more to learn, we'll let you know elsewhere.

## COMING SOON

This section of a review is designed to inform you about a comparable game currently in the pipeline. It's just to let you know what's coming soon, just in case it's worth waiting for.

### COMING SOON...

**Sega's Arcade Racing**

Based on the arcade game, this is the first title in the Sega's Arcade Racing series. It's a 3D racing game with a focus on speed and handling. The game is designed to be a more realistic racing experience, with a focus on the physics of the cars and the track.

## SCORE BOX

This is our final word on the game in question. Any final comments, praises or complaints are carried out here, alongside our given score out of ten. Check out the rundown of how we rate the games while you're here - it's your guide to getting it right.

## Peripherals



You can't imagine this game being accessible with anything else but the pod. The buttons make it easier to perform stunts, and, well, have you ever heard of a boarding game to use anything else?

Written By Claire Webster

# TRICK STYLE

The next generation of snowboarding games has arrived, only this time, it's not freezing cold and your feet aren't even close to the ground. Go air surfing, Trick Style...

**B**oarding games of sorts have been popular ever since the genre was born. There have been countless snowboarding games, some good, others bad. Even now, the preparations are taking place to launch Cool Boarders Burren! in the UK (see Page 72 for a review) and there are various others waiting on the sidelines. And let's not forget skateboarding games - not so many of these, but they're damn good.

But what's compulsory in a snowboarding game is the whole image thing that's going

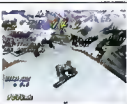




## COMING SOON...

## Cool Boarders Burn!

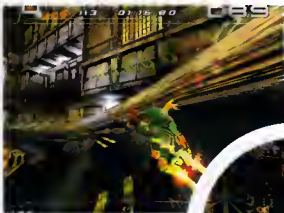
Not exactly hoverboarding, but a fine contender nonetheless. The question is, will it live up to its goal name? It's already established itself as a series on the PlayStation, but you'll only find out by tuning to Page 72.



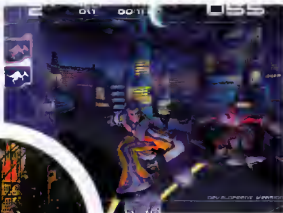
Publisher	Available	Acclaim	14th October 99	Developer	Criterion	Origin	UK	Genre	Racing
				Players	1-2	Price	£39.99	Contact	01483 406200

## INITIALLY...

As soon as you arrive for your training lessons with the game's guide, you can see you're not going to have a smooth ride. Maybe as you complete your training, you'll start to become a little more experienced.



on. Personally, I only know such phrases as 'fakie that', but I couldn't tell you what it means. Trick Style encompasses all that we love in our snowboarding titles, but adds an extra hint of spice. We've only ever really come across futuristic hoverboarding in movies like Back to the Future, when Marty brings the future back



to your environment's appearance as it all looks much the same. But when you start the Championship races, you finally understand where the publicity for this game is coming from.

Your first five races take place in the UK, but before you race you must choose your character. There are nine cyberpunks

## TRICK STYLE ENCOMPASSES ALL THAT WE LOVE IN OUR SNOWBOARDING TITLES, BUT ADDS AN EXTRA HINT OF SPICE

to the 20th Century. By that's by-the-by; if I could determine the future for hoverboarding, it would be exactly like Trick Style. In every way.

I must admit, it wasn't until I set my Dreamcast up on our new 28-inch-screen television at home that I realised just how spectacular the DC's graphics could be. At the start of the game, you don't really pay much attention

to choose from, each of them having their own stats based on speed, strength, power and skill. At first I went with the bog-standard all rounder, but then realised that speed was the key.

How else are expected to catch up with the rest of them when you've just wiped out?

Once you've chosen your rider, you have to choose from around five boards to begin with; once



## get the gist?

The first challenge you're set in Trick Style is to conquer the art of hoverboarding. Meet up with your guide in the velodrome and he'll put you through your paces.

### Training Session One Jump Training

This is simple (in theory); there are shiny white globes hovering above the bumps in the arena and you have to jump to collect them. You typically have a time limit and you can't progress to your next lesson until you've collected all of them. This lesson helps you practice those awkward jumps you have to make while you're racing. Sometimes you'll have to be extremely accurate if you want to reach a short-cut so you would be lost without going to your training session.



### Training Session Two Double Jump Training

Oh oh, two buttons to press this time. This lesson is much the same as the last - collect the globes by jumping, but they're higher this time and you have to do a 360-degree spin to reach higher. You must time yourself up accurately, jump at the appropriate time using the A button, and then almost straight after pressing that, hit the Y button to do the spin. This is a lot harder than your first task and will take a novice at least half an hour to complete I reckon.



### Luge Training

Now we're getting complicated. In the arena, you'll see bright green markers with the word 'luge' written on them and a long green line just above the ground. The idea is to press B just as you hover through to stay on the green track. This skill comes in handy when you start the main races as at frequent points along some of the tracks, they cut out some of the course and there's no fear of your opponents cutting you up.



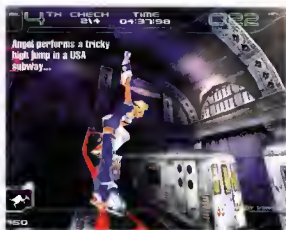
### Stunt Switch Training

This is just an extension of the previous lesson, only this time, when you're attached to the green track, you have to swap riding positions by pressing Y. This makes you go faster which therefore means you'll be further ahead in the races if you can pull the trick off.





## IF I COULD DETERMINE THE FUTURE FOR HOVERBOARDING, IT WOULD BE EXACTLY LIKE TRICK STYLE



you've completed the boss races, you're generously given a new, classier one. Each of the boards has its own statistics so you can tailor your board to the kind of rider, or vice versa if you choose.

### Boarding Jitters

I can't begin to try to explain the sheer greatness of this game. I have to confess, when I first began to play it I became a little apprehensive when I found it hard to grasp the controls. During training, you're shown how to perform high jumps, 360-degree turns, super-spins and how to fly

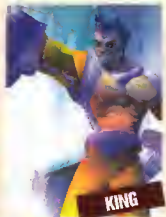
whilst lying down on your board. Or is that luge? The patience does wear a bit thin at this point, but if you bide your time you'll begin to understand the game's long-term potential.

It's only when you start the races that you begin to understand. You start off in the UK, flying your way around London via Big Ben and other high-rise futuristic buildings which make the famous clock pale in comparison. Your board leaves a bright line in its wake as you zip through tight gaps and slip up and down half-pipe-shaped pathways, performing stunts as you go.

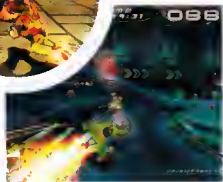
## trick stylers

Each character in Trick Style has his or her strengths and weaknesses. Some are faster than others, but most importantly, one or two are more experienced boarders so their skill goes off the chart. The male characters have more strength, but the women are a little more nimble, as well as quick. All I can recommend is that you find a rider that's suitable for you and keep using the same one. Choose your board carefully, too - if you get the combination of the two right, you'll be laughing all the way to the finish line.

Their costumes match the futuristic theme down to a tee, take a look for yourselves...



# I RECOMMEND YOU RESERVE YOURSELVES A COPY



The manoeuvres you learn in training come into play as soon as you start. Full 360s prevent you from coming off when it looks as though you're about to crash into something painful. Luges offer a straight, fast path to the front of the leader, and spins ensure that your opponents keep their distance. Of course, some board positions are more stable or quicker than others, but you must outsmart the other racers as they apparently have sophisticated AI which adapts their racing technique to combat yours. So it's no use keeping to particular routes and positions.

The worst construction in this game is the checkpoints - make one mistake and you can guarantee you won't make the checkpoint in time. It eventually becomes so irritating that you become addicted to losing by hoping you'll win.

There are five races in each of the countries you visit, including the UK, USA and Japan. To be able to continue to the next race you have to come first place, so don't expect to win first time as you have to get used to the courses before you start competing properly. Once you've finished all the races you can go on to the next country,

or you can do the Boss Race where you have to earn a specified number of points to gain an extra board, though it's the time restriction that causes the problems.

## Two-player Tricks

Once you've mastered the art of one-player mode, you can grab a mate for some two-player action. This is where Criterion has excelled itself. I thought that two-player competitions would involve just racing around the USA courses and alike. But when we arrived at the game modes screen, there were seven different games to choose from. Each of them homes in on a particular skill: in the Stunt Session, you compete to receive the most points; Globe Switch involves putting your training into practice by turning the various globes to

your own colour; and the Hoop Race entails you both racing through hoops, obviously. These are only a few - it's a shame, though, that there isn't an option to race these courses in the single-player races.

There are so many good features in this game that to explain them doesn't do the title justice. The only thing I can recommend is that you reserve yourselves a copy.

To give it nine out of ten can only be fair. Although it may not be as big as Sonic Adventure, the graphics are equally matched and there's months worth of gameplay here; to give it anything less would be an injustice.

**dreamcast**  
CD-ROM TECHNOLOGY - ONLINE BANNER MONTHLY

Trick Style is a futuristic hoverboarding game which certainly set a trend for new titles. The graphics are sharp, colourful and fast-paced and the time Criterion has spent adding these little details has paid off. Birds sitting in an American park and character voice-overs cause a chuckle - simply outstanding

9





Written By Claire Webster

## Peripherals



Although there's no two-player action in *Blue Stinger*, you do have the option of fitting from one character to another. Not much consolation in that though.

# BLUE STINGER

Blue Stinger is a two-player action game with a cool animation system and a great story.

Blue Stinger is a two-player action game with a cool animation system and a great story.

**COMING SOON...****Resident Evil: Code Veronica**

One of the most popular games, ever, is Dreamcast bound. Claire Redfield is back with a vengeance to find her lost brother and kill a few zombies while she's at it. Its release date's still a mystery, but as soon as we're told we'll be sure to pass on the good news.

**BLUE STINGER**

<b>Publisher</b>	Activision	<b>Developer</b>	Climax Graphics	<b>Origin</b>	UK	<b>Genre</b>	Action/Adventure
<b>Available</b>	14 Oct 99	<b>Players</b>	1	<b>Price</b>	£39.99	<b>Contact</b>	01895 456700

**A monstrous explosion a small island causes its inhabitants to mutate into gruesome beasts. Why do we always seem to have a habit of being in the wrong place at the wrong time?**

**INITIALLY...**

The first five minutes of *Blue Stinger* basically entails you watching the slugging introduction sequence; but once you're past all that, you soon come face to face with some ghoulish monsters to slaughter.



**S**o what does it take to succeed at Activision's monstrous launch game? Well for starters you've got to be brave because wherever you go there's going to be half-man half-monsters to contend with. Then there's the good puzzle-solving abilities you have to have, as there are plenty of those to get your head round. And finally, there's patience and you're going to need a lot of it because this game's, how do they put it? Immersive.

With all its different gameplay elements, *Blue Stinger* had me amused for days. It also had me frustrated at times as well, but I'll explain that later. Obviously the impressive intro sequence gets you hooked

onto the storyline straight away. The story begins with Elliot G. Blade and his friend, Tim, on a yacht enjoying their brief vacation. Elliot is forced onto Dinosaur Island when the boat is capsized by a huge wave caused by a massive explosion. Elliot decides something weird is going on when he awakens with a strange creature called Nelfim staring him straight in the face after it rescues him from certain death.

**Double the Fun**

Towards the beginning of the game, Elliot meets Dogs Bower, who just happens to be the second playable character in the game who you can change to at any point during the game. Dogs is a boat captain who's



# THERE'S MASSES OF GAMEPLAY IN BLUE STINGER

deeply in debt to most of the alc houses on Dinosaur Island. There's quite a difference between these two characters. Elliot is a lot faster on his feet than Dogs and he can also do some hand-to-hand combat whereas Dogs can only block punches or fire his trusted bow. I've discovered there are specific moments during the game that dictate which of these characters to use. If you use Dogs to get past the tentacles that protrude from the ground, you won't have to use any of your precious ammunition, and if he does get hit, it won't affect his energy. However, if neither of the characters have any ammo left, the man to use is Elliot who has some very simple (but effective) fighting moves to combat the many ugly creatures.

Your mission (should you choose to accept it) is to discover what's gone wrong on Dinosaur Island as most of the people who live there have been brutally killed and

## partners in crime



Between the two principal characters you've got some pretty cool moves and detences; you're going to be needing them...

### Elliot G. Blade

Being the main character in the game, Elliot has a lot more to offer where combat and physical ability are concerned. His moves are controlled by using the X button on your pad so it's just a case of pressing it to your heart's content until your attacker cops it. Elliot can also run a lot faster than Dogs and trust me when I say there's a whole lot of running involved in this game. Be warned though, if Elliot does get injured he moves a lot slower and clutches his stomach in pain; a good touch, but it does mean you have to keep a good stock of those Hassy energy drinks.

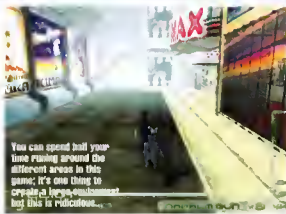
### Dogs Bower

This boat captain is quite a character, he's a little bitter that he never wins the lads' affections during the game, but he more than makes up for it with his vast knowledge of Dinosaur Island. Unlike Elliot, he can't fight one-on-one with the enemies but he can block their attacks quite nicely. Because he's a bit on the chubby side, he doesn't move too quickly and when he's hurt he literally goes at a snail's pace.



all that's left are plenty of dead bodies and deformed zombies.

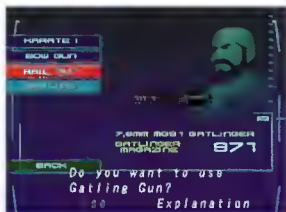
I mentioned earlier that you have to have a lot of patience to play this game. That's mostly because the game's huge and there simply aren't enough save points dotted around to save your progress. Sometimes you'll die quite a long way past the last time you saved and you end up having to repeat about an hour's worth of play. There are 230 different locations to fight and blast your way through which are divided into seven unique areas. You'll spend most of your time running back and forth along bridges and through



dimly lit corridors. It's very easy to get lost while you're searching for a specific room, and on occasions you've only got a limited amount of time to complete your puzzle.

One of the finest features Blue Stinger has is its glittering array of weapons. There are 22 of them in total including super bazookas, napalm launchers, plasma guns, ray swords, stun guns, gattling guns and acid blasters. You can cause some seriously damaging explosions with some of them; the acid blaster is particularly cool as you can see it burning its way through objects, like something straight out of Aliens.

## SEGA COULDN'T HAVE PICKED A BETTER TITLE TO LAUNCH WITH THEIR CONSOLE





## mystery woman

This is Nellie, who rescues you from your boat after the explosion at the beginning of the game. She then stays with you throughout the rest of the game to fight dimly lit corridors and to guide you in the right direction. Dogs is convinced she tangles Elliot - I can see why!



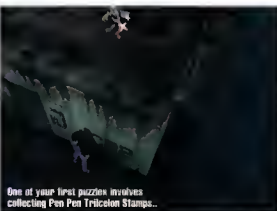
## Loose Change

The only way of obtaining your weapons is by gathering some cash. It's this part of the game that I find a little bizarre. When you kill an enemy they fall over, but then a few seconds later, get back up again for another beating. So off you go again, pumping a ton of lead into their deformed head until they finally collapse onto the floor with blood streaming from literally every crevice. Then before you know it, they're spilling loose change out of their pockets, which you quickly scurry after before wondering off to the nearest fully stocked vending machine. I'm sure they could have found some other, less strange means of earning money, but somehow it does kinda work.

Once you've totted up your bank balance into the hundreds of dollars, you can do



Shift some heavy crates around to get to those hard-to-reach places.



One of your first puzzles involves collecting Pen Pen Trilocation Stamps...

some shopping. Food and drink should be on top of your essentials list. You can buy Hassy drinks, hot dogs, hamburgers and even sushi if you fancy it. Some items are a bit dearer than others, so you have to economise with what money you do have or else you won't have enough to purchase some of the better weapons.

But by far the best inclusion in this game are the puzzles, they really are quite ingenious. A large chunk of them only involves you trying to find specific ID cards to get to particular areas, but others are quite taxing. Near the start of the game you have to get to a control panel to turn on the emergency stop sequence for a shuttle which is just about to explode. There's a man trapped inside who gives you a vital clue to what your next task is, and if you don't rescue him in the set time limit, your job becomes a lot harder. Others include finding the control panel to open shutter doors that lead you to areas that have Pen

Pen Trilocation stamps which you have to collect to access the next level. But perhaps the hardest involves you negotiating your way around various freezers



**dreamcast**  
CD-ROM TECHNOLOGY • ONLINE GAMES MONTHLY

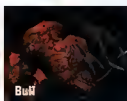
## BLUE STINGER

### freak show

There are over 51 unique menacing monsters and bosses in Blue Stinger and they each have different modes of attack and advanced AI. The worst to contend with are the bosses. You've got very little chance of beating a boss with a mere handgun, so you must save some of your hard-earned money to buy something like a napalm or gatling gun. Here are just six of the monsters you can expect to come across during the game; I hope you have more luck working out what they are than I did...



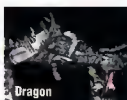
Bird



Bull



Dog



Dragon



Hachi



Jascow

trying to find imperative keys and cards. Because it's so cold, your energy bar depletes faster so you must replenish it by eating food, reaching the 'hot room' or quickly finding the heater which you can keep hold of the entire time while you're in there. It must have taken me at least three hours to complete this part of the game, so I can't emphasise enough how important it is to save as frequently as you can (as long as you can find a save point that is).

There's masses of gameplay in Blue Stinger to keep even the fussiest games player happy for a few weeks. The storyline keeps you on tenterhooks in places and you find yourself patting your back in admiration countless times after solving the hundreds of puzzles. More opportunities to save would have been welcome as far as I'm concerned, but that's really my only qualm. Sega couldn't have picked a better title to launch with the console; hats off to Activision I say!

Blue Stinger has loads of cool gameplay elements that keep you entertained for hours at a time. There's a bit of everything: puzzles, action, romance and horror; what more could you possibly want from a launch title?

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# SPEED DEMONS!

**Fancy spending the day racing cars at Brands Hatch with a friend? Want to know what you've got to do? Simple, just enjoy our in-depth view of Ubi Soft's top three racing games and then enter our exclusive competition. It really is that easy!**

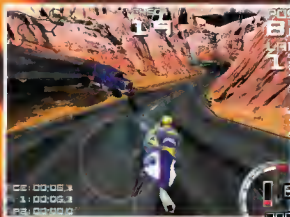


### **Speed Devils**

**The name says it all. Speed Devils is so good, it makes Sega Rally 2 look old hat!**

### **Racing Simulation: Monaco Grand Prix**

**After promising improvements over the Japanese version, we see whether Ubi Soft has delivered the goods for the UK.**



### **Suzuki Alstare Racing**

**Ubi Soft's aim was to create THE fastest racing game on any format with Suzuki, and it looks like it's right on track...**



# feature

## Peripherals



If you're feeling flush, then a steering wheel would really put the icing on the cake, but don't fear if you can't afford one, the analogue stick does a grand job.

Written By Russell Barnes

# SPEEDDEVILS

American muscle cars and crazy courses might not be the most innovative of concepts, but at least it looks like Ubi Soft has brought meaning back to that old Top Gun one liner...



Don't miss up to four Championship positions as well as a number of cars. But current condition and all the usual top-down and action modes.



# feature

a particular driver, for instance, he'll make sure he does everything in his power to stop you winning the bet. Make sure you go easy; annoying too many other road users makes finishing the race with little other than a wrecked old banger very tricky indeed!

At the end of each Championship segment (there's four in all) you'll be challenged to a grudge match with the 'boss racer'. It's a one-on-one race to the finish where the winner takes all (yes, that means the car). If you're not completely confident here, it's best to decline their offer and just replay the Championship to gain more experience (it's better to be safe than sorry); you'll get another opportunity later on.

Because Championship Mode is split into four separate sections, you'll find plenty of

## It takes two to tangle



A great example of *Speed Devils'* remarkable attention to detail is the many modes of play available during multiplayer matches. Decide you and your opponent have selected your choice of car and course to race on, you're

given a choice between five different ways to race. A normal three-lap sprint, a Time Lag race (once a player has taken a set number of seconds behind the leader, the race is over) and a Distance Lag race (like Time Lag only in metres). These three aren't unusual in a racing game of this nature, but the next two are completely original, thus needing a little more explanation than the others.

### Defend and Attack

The idea behind this mode has changed slightly since our preview test issue. One player starts the race ahead of their opponent and must try and stay ahead of them for 20 seconds. If they succeed, they're awarded points and that round is over. The winner is decided by the

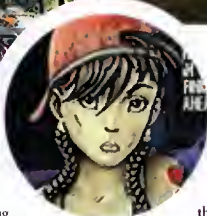
player having the most points at the end of three rounds.

### Special Challenge

Special Challenge takes the rules from the Championship Mode and applies them to Multiplayer. In the middle of the screen are six pictures depicting all of the following: nitros speed, money earned, fastest lap times, police raiders smashed, damage caused and time spent in the lead. As you race, player one and two will be indicated as to whom is leading in each of these individual segments. When the race is complete the winner is the player who fared best overall.



bet-taking opportunities. As a result, you don't feel like you have to take a bet for the sake of it. Each section is split into four races and winning the majority of these races (and having a high enough score at the end of it) allows you to gain access to the next section. Here you'll find tougher opposition due to the higher standard of cars they're racing with, as well as new courses, or more 'extreme' versions of the originals. You need to make sure your car is upgraded enough to handle it, though taking the fastest line round the track



So now you know how it all works, what of the gameplay, graphics and other vitals? To be honest it's pretty much good news all round.

Graphically speaking, I can safely say I've never seen anything like it - even in the arcades. It runs at a

constant 30 frames per second

no matter what madness is taking place around you. Buildings can burn and crumble, giant T-Rex stomp the streets; it really makes no odds to the speed of the game and lush detail within.

The cars are beautifully animated with six damage points dotted over each

## PLAYERS WILL BECOME DEEPLY INVOLVED IN THE SPEED DEVILS UNIVERSE

can offer comparable results. Using the shortcuts on each course can mean the difference between third and first place, so they're well worth looking out for. To begin with, they're quite obviously positioned, but on later courses, they're hidden by scenery, so be prepared to act on a hunch and take a chance - you might just need to.

including three separate levels of severity. Course scenery is interactive and surprisingly open, allowing plenty of room for manoeuvre. For a game of this nature one would normally expect to see some clipping or background pop-up. Here, however, there is basically none, to the point, in fact, that what looks like normal





background graphics actually turns out to be an approaching tunnel or obstacle for you to manoeuvre around.

## Play The Game

There are seven locations around America in all, with a total of 13 tracks which can each be reversed and mirrored. Though they're all based around the seven main locales, there are somewhat more 'extreme' versions of each which include tornadoes ripping up the road in Louisiana and a huge King Kong pounding the ground in Hollywood. To further the realism of the graphics and atmosphere, incredibly realistic weather conditions are included totally changing the face of the tracks and, as a result, the race. Sunny weather allows for some easy driving, obviously, but when the weather turns and the rain's pouring, conditions are grim and extreme caution is required. Dawn and dusk are each accurately portrayed with some remarkable pastel light effects as well as the dead of night. Watch out for damage on the front of your car, however - one bump to many will really leave you in the dark without a chance of finishing the race, let alone in the top three.

Controlling your crazy cars is relatively responsive and arcadey, though for some reason or other, there is no way of tweaking



## the car showroom



There are a total of 12 cars available in *Speed Devils*, all of which are available to you, depending on your bank balance. Though each car has its default paint jobs in these pictures here, there are, in fact, a wealth of others available when you buy from new. As you buy, this option is available along with a choice of manual or automatic gears. Once you've made your choice, though, you have to stick with it throughout the duration of its use. When you get fed up with it (or it gets dirty) you can just trade it in for a new model.

While playing through the Championship Mode you can purchase upgrades to your car to help you stay ahead of the opposition. Including: power, acceleration, brakes, nitros, armour and tires. Should you choose to trade that car in, however, you'll have to start over on your new car. So be careful with your cash...

or upgrading the handling. You can purchase slick, wet, and snow tyres which helps in extreme weather conditions, but beyond that, handling is out of your control. This isn't such a big problem, but trading your slightly slow yet controllable car in for a newer model can lead to problems when you realise that your flash new motor can't steer for toffee. It's not exactly a crime, but

it can lead to frustration, especially if you've just moved up into a higher section of your current Championship with a car that's next to useless around corners. I'm pretty sure I can forgive this on this one occasion, there's so little else technically wrong with the game that making too much out of this one problem would be something of an injustice don't you think?

## FOR THOSE PLAYERS EXPECTING MORE FROM THEIR DREAMCAST THIS REALLY COMES INTO ITS OWN

**dreamcast**  
128 BIT TECHNOLOGY • ONLINE GAMING MONTHLY

Finally, a driving game that utilizes the Dreamcast's remarkable technology! *Speed Devils* stands head and shoulders above all the rest, over the majestic Sega Rally 2 can't match its remarkable achievements.

9





Get hold of the official Dreamcast steering wheel and enjoy a real simulation of a Formula 1 race. It takes a while to ease into the game with it, but once you're mastered the art, you'll never go back to a pad.

### COMING SOON...

#### Super Speed Racing

This game's already out on import. It manages to combine both fast and furious gameplay with easy handling and intuitive controls. But does it fulfil its own expectations? Turn to Page 70 to find out.



Written By Claire Webster

# RACING SIMULATION: MONACO GRAND PRIX

## INITIALLY...

Congratulations to Ubi Soft - the company has definitely made a vast improvement to the backgrounds; you can see that from the outset. However, the feel of the cars and the level of difficulty hasn't altered in the slightest; this is a bad sign.

It's finally arrived, the long-awaited UK version of **Racing Simulation: Monaco GP**. But has it got all of the promised improvements? There's only one way to find out...

### racing retro style



For those of you who fancy something different, why don't you try slip on back to the 1950s - the year of the first-ever Grand Prix, where you can race some charming vintage cars. This isn't as gentle as it sounds, though. The cars have extremely bad handling and they're very unforgiving. They can almost reach 200 kph on a straight, but

most of the time you'll find yourself having to take corners laughably slowly because it won't be so much as clip a tarmac or building you'll be soot spinning (much the same as it you're driving in any other mod this game has to offer). The vintage cars look strong, as you can see from these screenshots and there's an on-rail view you can change to that looks very mischievous.

don't think I'll ever hear the end of this game. I remember it on the PC, the PlayStation and now the Dreamcast. They all have the same basic elements, but they don't look the same, or indeed, have the same standards of playability.

The PSX version is very similar to the Dreamcast's, the graphics being the only distinguishable difference. However, the import version (which we reviewed in our last issue) is very different.

Almost all of the tweaks the game needed before its European release have been made, but somehow it still lacks that certain something which keeps you interested. Does a game's success depend on whether it has the appropriate official licence? For the real Formula 1 racing fans, maybe, but what we look for in a game is its playability and a little excitement - the kind of thing that keeps you hooked for hours at a time.



So now it's time to look at this final version objectively. Does it really offer elements that can easily out-do the likes of Formula 1 World Championship, for which Video Systems has obtained the official F1 licence?

### Marked Improvements

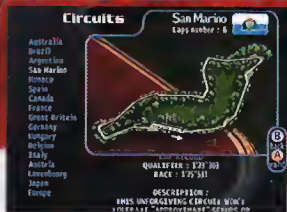
One thing the UK version of Monaco Grand Prix has got is a good number of game modes, like Arcade, Simulation and Retro. In Arcade Mode, you can take part in a Single Race, a Championship and Time Attack, or you can customise your own Championship. Well that's all well and good, but what are the differences?

As soon as you start the race, you can immediately tell that the scenery has been greatly improved. In fact, the new

landscapes at the back of the track have been made three times bigger and even more



# RACING SIMULATION: MONACO GRAND PRIX



Publisher Ubi Soft | Developer Ubi Soft | Origin UK | Genre Racing  
Available 14 October 1999 | Players 1 | Price £39.99 | Contact 0181 9443000

## what's your viewpoint



There are six different camera views to flit through in Monaco GP, some of them better than others. If you want to see the corners in enough time to take them well, I'd go for an out-of-car view, of which there are three. However, if you've had a lot of practice and know the tracks well, use one of the three in-car views. These give the impression that you're moving at breakneck speeds, which is much more satisfying. As usual, it's all down to personal preference.



detailed than the Japanese version. So that's a good start. Some checkpoints have also been added to Arcade Mode and Championship Mode, which adds that extra touch of excitement.

But again, I had the same problem as I had last time. There was no chance of me ever reaching further than 11th place, and that's if I was lucky. You're placed in first position on the starting grid each time you race, and just for a couple of minutes it's possible to remain in pole position. That is until someone clips your back tyre slightly and through no fault of your own, you end up spinning wildly off the track. Then, of course, all the other drivers go speeding past you and you end up at the back of the pack. In 22nd place to be more exact.

From then on, you're constantly playing catch-up, although your attention becomes more focused on managing to reach your next checkpoint in time. Yes, I realise that's how F1 racing works, but surely we want a game that will appeal to non-F1 bods as

## EVERYTHING THAT SERIOUS F1 FANS COULD WANT IN A GAME HAS BEEN ACCOUNTED FOR

well as everyone else? Personally, I became bored after half an hour's worth of racing.

### Partial Facelifts

There are, of course, other elements to the new Ubi Soft version. There are 19 cool music tracks, although what Ubi Soft omitted to disclose is how cheesy some of them are; mind you, having some music is better than having none at all.

Another new feature is the full-on GP simulation races which have three levels of difficulty - Amateur, Pro and Expert. This game mode is supposed to recreate the

experience of racing against realistic opponents. In addition, each car's 3D physical car behaviour is tuned by car engineers, which should give an increased feeling of danger. I didn't feel much of that, mind.

The one thing I can't fault, though, is the improvement in the graphics. This game really fell down on its lack of

interesting backgrounds before, and I have no doubt that it will do

better now because of these alterations. Everything that serious F1 fans could want in a game has been accounted for. What I do recommend is that you get some practice in by playing Time Attack where there aren't any of those darn checkpoints or other racers who can bully you out of the way. What will be interesting to

see is if Video Systems has produced something special with F1 World Championship - flick back to Page 38 to see how it's shaping up.



### garage-repairs



Of course, in Monaco Grand Prix you've got your bog-standard garage where you can alter some very technical

aspects of your vehicle. Just a few of the alterations you can make include wing angles, suspension, tyres, brakes, steering, body height, gear ratios, fuel levels and driving style. It also comes as no surprise that your opponents' AI is adjustable to several levels, useful in the hunt for glory.

**dreamcast**  
CD-ROM TECHNOLOGY • ONLINE GAMING MONTHLY

Racing Simulation: Monaco Grand Prix has undergone some transformations for its UK release. The graphics are now full 3D, there's some cool tunes, as well as extra game modes. If only Ubi Soft had made it a little more accessible for the less experienced F1 fan...

7

THIS GAME IS DEFINITELY ONE TO GET EXCITED ABOUT

# SUZUKI ALSTARE EXTREME RACING

For those who take their racing seriously...

**P**olish that helmet and waterproof those leathers because motorcycling is about to come to Dreamcast. Ubi Soft has done it again - the racing genre has to be what it does best as all three games featured in these pages have been outstanding, and Suzuki Alstare Extreme racing is no exception.

We previewed this title last issue, but at that stage we didn't play such a polished version. This game is definitely one to get excited about.

From the game title, you can tell that Ubi Soft has managed to gain the official licensing agreement with the real Suzuki Alstare team. Straight away then, we're treated to real riders, real bikes and realistic

controls. We're addicted already.

Your ultimate goal in the game is to earn a place on the Suzuki Alstare team and compete on your GSX-R750 superbike against such legendary riders as Piro, Chambon, Chilli and Fujiwara. You begin by having to come first place overall in the first Championship. You start with a basic bike, but already you can feel the sheer speed by the way the tarmac disappears beneath your wheels.

There are 12 courses in total, set in seven environments such as a beach, a busy city and snowy mountain tops. It's just unfortunate we weren't able to see the graphics at their best at this time. Suzuki, of course, has two-player, split-screen modes so you can race against a friend. Or if you fancy a real challenge, you can play a single-player Main Game consisting of nine championships.

We'll include a full review in the next issue, but in the meantime, we'll just try and wean ourselves off this preview game.

## burning rubber

The two-player action in Suzuki is fast and furious. You can choose from any of the official superbikes and race on any of the 12 tracks. The controls while you're racing are faultless, with the bike responding to even the most gentle of movements on your pad and you can soon catch first place by using the turbos.

Before you race, though, ensure you fine-tune your bike to the course you're about to race and look out for what happens when you fall off: It looks rather painful.





# WIN

# A DAY AT THE RACES!

**competition**  
dreamcast



**Our exclusive competition offers you and a friend the chance to drive Formula Ford racing cars at Brands Hatch!**

We'll provide you transport to and from Nigel Mansell's Racing Centre at Brands Hatch and leave you in the capable hands of the professional instructors for a day of hi-octane fun and frolics. Of course there's always a catch with this kind of thing - the question!

**Name the driver that crashed and broke a leg at Silverstone earlier this year.**

Now simply stick your competition answer on the back of a postcard along with your name, age and address and send it straight in to...

**Speed Demons Competition**  
Dreamcast Monthly Magazine  
Quay Magazine Publishing  
22 Strand Street  
Poole  
Dorset BH15 1SB



Entries using incorrect spelling will be billed, along with any that reach us later than 22nd October. Due to the nature of the prize people under the age of 18 can't take part in the competition. Sorry folks, but those are the rules!

#### Terms and Conditions

Read the following carefully before you enter the competition. By entering the competition you are agreeing to be bound by the following terms and conditions: this competition is open to all residents in the UK, except for employees of Quay Magazine Publishing, their immediate family and anyone connected with the implementation of the promotion. No responsibility will be accepted as proof of delivery. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into.

## Peripherals



Although using the controls is easy, the vehicular adept will benefit from using the official DC steering wheel. Watch out for turns, hairpins and understeer, though.



Written By Matt Leppard

# SUPER SPEED RACING

It's life in the fast lane with Sega's Super Speed Racing, a game designed to capture the roar and excitement of indy car racing. Time to belt up and put your foot down...

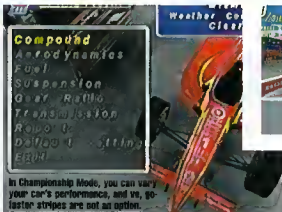
## INITIALLY...

Yet another racing game... yawn. SSR lacks the attention to detail and in-game variety you'd expect from a 128-bit title - a bit of a waste on a 128-bit machine. Worth a look, though, as the cars handle superbly and gameplay is reassuringly fast, easy and addictive. A classic racing title - or it could be on an inferior machine.

**W**e don't have indy car racing in this country. Are we missing out? You could well decide by playing Sega's own CART sim, Super Speed Racing. But whoa, hang on a second, CART? What's that when it's at home - or rather, in the pitstop?

In fact, CART stands for the Championship Auto Racing Teams Inc., the official US indy car organisation whose logo wafts across the game box like a windy starting flag at Silverstone. CART is big business Stateside, combining the speed, thrills and excitement of, well, Formula 1, actually. There's very little that sets the sport apart from any other form of racing other than the names, cars and teams. You're still going round and round at breakneck speed, whichever way you look at it.

I have to confess, I'm not a big fan of racing sims. I mean what fun is there in driving in circles, seeing the same old cars pass you again and again (I'm not very good) and crashing into barriers (like I



## COMING SOON... Suzuki Alstare Racing

Word of racing cars? How about some two wheel riding? We saw this Ubi Soft title at ECTS and it looks promising. The bikes are all realistically based on the Suzuki Alstare Superbike and the in-game sound effects could be mistaken for the real things. It's getting close to completion, so expect a full review soon.



Publisher	Sega	Developer	Sega	Origin	Japan	Genre	Racing
Available	Out Now	Players	1-2	Price	£54.99	Contact	0181 9953399



lose control less. As is often the case, manual transmission produces a more responsive car, and thus you have a greater tendency to lose control. You'd therefore think it would be wise to avoid manual, but when you come to race the temporary roads and streets, the inclusion of U-turns and right-angled bends virtually demands the stop-start control that manual transmission offers, however complicated it might be.



variation. Yes, they do vary from oval tracks to roads and streets, but over 19 tracks, that's not much variation. And as the tracks and backgrounds are so very, very dull, after about three laps, you almost can't be bothered. Lucky that the gameplay itself is so engrossing.

Overall, Super Speed Racing has plenty of the stock ingredients of a classic racing sim. While you won't have heard of any of

## UNLIKE MANY RACING GAMES, YOU CAN PICK SSR UP AND BE REASONABLY PROFICIENT WITHIN A FEW LAPS

Drivers have five viewpoints to choose from, with the in-car no-dashboard view really hammering home just how fast you're travelling. The remainder of the views are standard out-of-car affairs; nothing to write home about, to be honest. Which pretty much sums up the overall feel of the backdrops. Come on Sega - you've produced the machine, you've produced the game - couldn't you spend just a little more time jazzing up the scenery?

What the lack of design clout means are loads of tracks without loads of

the drivers or courses, this isn't a barrier to enjoying the game. Unlike many racing games, you can pick SSR up and be reasonably proficient within a few laps. In fact, you can be pretty damn good after a few laps - easy to get good at, very difficult to win. It's just a shame that the detail of the game doesn't match the high-octane thrills you get from racing it.



**dreamcast**  
CD-ROM TECHNOLOGY™ ONLINE GAMING MONTHLY

Super Speed Racing is a bog-standard racing game. It combines fast, furious gameplay with easy handling and intuitive controls. Unfortunately, the same attention hasn't been paid to the graphics, which look as if they've been knocked up in windy-weather watercolours.

**7**

## SUPER SPEED RACING

### those 'tweaks' in full...



In Super Speed Racing, you get to fiddle with more than just your joystick... your car's dipstick, of course.

In Championship Mode, players can tamper with their car's performance. Rather than simply an opportunity to adjust spark plug gaps, in Super Speed Racing, you get to tinker with the suspension, aerodynamics and even gear ratio. Here's our guide to getting the most from your Indy motor.

#### Fuel

The amount of fuel you start with. Common sense dictates that the greater the amount, the longer it is before you have to re-fuel.

#### Suspension

Suspension ranges from hard to soft - increasing the suspension pressure, measured in pounds per square inch (psi), results in a car that's great for taking corners, but as hard as a bed made of granite, thus increasing shock damage. Of course, your best bet would be to play the game and thus get a feel for which suits you best.

#### Aerodynamics

The science of managing airflow plays a major role in racing car design. Areas of high and low pressure are carefully managed to maximise downforce (to give a car grip) while minimising drag (to maximise speed). This is achieved by modifying the shape of the front and rear of the vehicle in Super Speed Racing.

#### Gear ratio

This refers to the ratio between the gear cog sizes. Basically, a higher ratio means the engine has to work less hard, but generates less power. Work it out for yourself, but once again, you'd be better playing the game to find your own best ratio.

#### Compound

Compound refers to the chemical composition of the rubber tread, which requires a balance between traction (soft compound) and durability (hard compound). Here a play around and see which suits you best - a long course might require a hard compound, whereas a tricky and turn-ridden course might be better suited to a soft compound.





## Peripherals



There's no need to worry about buying a fancy peripheral here, though you might find it hard deciding between the analogue and digital control method.

Written By Claire Webster

# COOL BOARDERS BURRRN!

Cool Boarders Burrrn! doesn't utilize the VMU's many functions. Instead, it's a simple game that lets you well, er, replay the ones you want to show off to your mates.



## COMING SOON...

### Supreme Snowboarding

Ingrammes won't be releasing Supreme until we've seen it in the new millennium. There's very few details on it at the moment, though the PC version which was playable at this year's European Trade Show was, to say the least, impressive. Watch out for more on this in the near future.

# COOL BOARDERS BURRRN!

<b>Publisher</b>	UEP Systems	<b>Developer</b>	UEP Systems	<b>Origin</b>	Japan	<b>Genre</b>	Sport Sim
<b>Available</b>	Out Now	<b>Players</b>	1-2	<b>Price</b>	£39.99	<b>Contact</b>	N/A

The Cool Boarders trilogy is much respected for its die-hard playability on the PlayStation, but can UEP Systems keep the brand alive for the Dreamcast?

## INITIALLY...

Our first task here is to bypass the dodgy introduction sequence. It's just tie-in game graphics put through the MPEG decompression process - boring. The first couple of courses looks solid, slick and without graphical glitches. They are pretty basic, however, but if I know UEP Systems, the best courses will have been saved till last...



## Tricks of the trade

The control method for performing tricks in Cool Boarders Burrrn! has regressed since Cool Boarders 3. To set up a trick, simply approach a ramp with the jump button held down. Now hold any direction on the control pad you want and your boarder will spin in that direction when the button is released. Now you have the option of grabbing the board with two separate buttons, spinning it faster with another, and making your player tumble through the air with the last. Once you get to grips with 'charging' up your move using the jump button, there's plenty of scope for many different stunts and tricks, but it does take a little time.



## THERE'S ABSOLUTELY NO POP-UP OR POLYGONAL GAPS IN THE COURSE

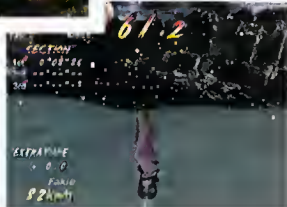
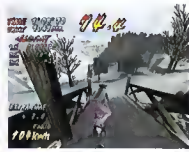
First of all, it looks as if Sega isn't going to 'keep the brand alive' when the game reaches our westerly shores. It seems that the game is going to be renamed Snow Surfers, though this is still a working title that Sega is bandying about. With the success of the PlayStation trilogy behind it, one would expect Sega to continue the branding for the Dreamcast. The most obvious (and feared) reason for changing the title would have to be that Cool Boarders Burrrn! is simply not worthy of the name. Cutting off the association with the PlayStation titles would ensure that the money-spinning series isn't stained with bad publicity. Perhaps that's just the cynic in me, but you've got to ask.

Being a big fan of snowboarding sims, my first impressions sadly reinforced my fears about the game, but thankfully, a little perseverance on my part uncovered an enjoyable experience as far as extreme sports games go.

It would be wrong to describe Cool Boarders Burrrn! as a snowboarding sim like its three predecessors, though, as the courses are definitely on a fantasy tip. Even the half-pipes that the brand is famed for offer some weird touches, although admittedly some are quite interesting nevertheless. There are five 'Free Ride' courses in total, although you have to complete them with a high score to open them up as you progress.

## Heroes in a Half Pipe

On the half-pipe front, there's a Super Pipe which, once completed, opens the Extra Super Pipe. This gives the game a total of seven courses in all, but compared with the now ageing Cool Boarders 3's 36 tracks, this



is still a pretty weak offering. Even then, those courses were split through five distinctly different events (including Big Air tricks, Slalom races and Free Ride style). Unfortunately, Cool Boarders Burren! only offers two of those modes, and worse still, they just don't have the same quality as far gameplay is concerned. That's not to say that what's there is rubbish - far from it, but there's nowhere near as much freedom of movement or room for artistic impression. There's no railsides or obstacles to pull

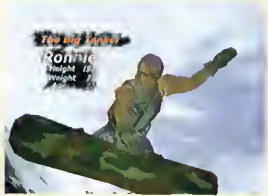
some phat air off, only a set path on which there's very little to do other than wait for a trick point or negotiate awkward chicane sections.

Graphically, there's no doubt that Cool Boarders Burren! uses the Dreamcast's impressive technology. There's absolutely no pop-up or polygonal gaps in the course. The collision detection is spot on as is the depth of view which seems to stretch as far as the eye can see.



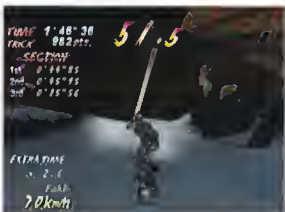
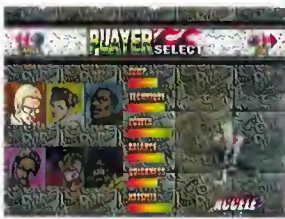
However, beyond the success of making the game graphically solid, there isn't much in the way of icing on the proverbial cake. Detail on the six boarders is a little sparse, although some interesting trick animations make up for it a little. Other than that, what you're looking at is little more than an improvement over the PlayStation. The overall presentation and

## cool boarders



Here's a run-down of all six of the game's controllable characters. Each one is statistically rated in areas including Max Power, Technique and Handling. There is some strategy behind picking the right character for the course you're about to race on, but most of that's taken care of by your board selection. The Alpine board is perfect for speed, Freestyle takes care of trickery, and there's also an all-rounder for the type of courses that boast a little bit of everything.

## THE COURSES ARE DEFINITELY ON A FANTASY TIP





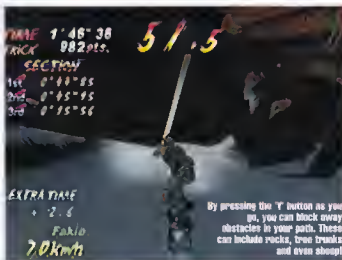
IT'S JUST NOT WORTH ANY IMPORT  
RETAILER'S ASKING PRICEmulti-player  
mayhem

music score in the game seems to lack much of the style one would expect from such a fashion-driven pursuit.

Each character has his or her own signature tune which reflects their supposed tastes. Rock, house, reggae, hip-hop and techno are all there, but none do their genre any justice, probably due to the Japanese musicians at UEP injecting a little too much eastern flavouring. This left me with a bit of a sickly-sweet aftertaste in my mouth not really doing much for the game's overall credibility rating. I'm sorry to keep comparing it with its PlayStation counterparts, but again this just doesn't compare against Cool Boarders 3's more slick and aesthetically pleasing design.

At the end of the day, any product is only worth whatever a buyer is prepared to pay for it, and

unfortunately for Cool Boarders Burrrn!, it's just not worth any import retailer's asking price. If Sega's prepared to change the name, perhaps some of the imperfections would get ironed out along the way. For now though, we can only wait and see - holding your breath could lead to trouble if some of Sega's past exploits are anything to go by...



By pressing the 'T' button as you go, you can kick away obstacles in your path. These can include rocks, tree trunks and even snow!

Because there are no CPU-controlled opponents to race against in one-player mode, Cool Boarders Burrrn! would be dead on the ground without multi-player action. UEP Systems obviously anticipated this problem and worked out some quite interesting split-screen two-player shenanigans. On top of the normal challenge of a race to the finish, the company has also included a race where once a trick is performed by one player, their half of the screen gets squeezed into their opponent's.

Should that player continue to perform more and more complex tricks, their opponent is left with a little slice of screen, practically unable to see where they're going! It might not sound like much, but when two players of a similar ability get together, some top-notch entertainment is guaranteed.



**dreamcast**  
FOR THE TECHNOLOGY + ONLINE GAMING MONTHLY

Though showing some promise in later courses, there's just not enough on offer to warrant the full asking price. If your local import retailer can be begged down to about £30, it might just be worth a look.

6

Written By Christian Slater

## Peripherals



The analogue stick is ideal for utilising the freedom given within the huge detailed levels of Toy Commander.

# TOY COMMANDER

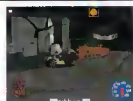
Take a trip with us down to what essentially amounts to a more hardcore and tool-up version of an Early Learning Centre...

In Toy Commander, your VHS lives your program as well as specific game options and preferences.

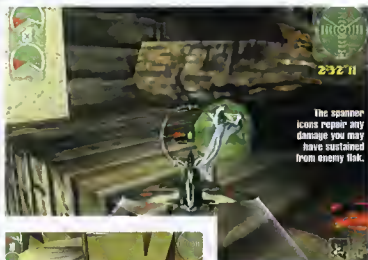
COMING SOON...

# South Park Rally

Toy Commander really is in a league of its own. But if you're into cartoon-style driving games, check out South Park Rally, previewed on page 28.



Publisher	Sega	Developer	No Clické	Origin	UK	Genre	Arcade
Available	November '99	Players	1-4	Price	£39.99	Contact	0181 9953399



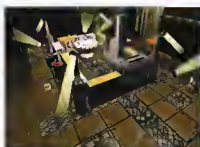
The spinner icons repair any damage you may have sustained from enemy fire.



Remember the flying robot in the game? This is the robot's landing platform.

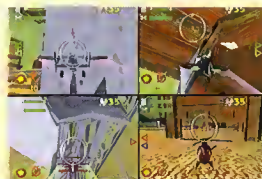


Shooting at the enemy enemy makes the unfortunate in the river and in the air. It's a good idea to use the moving cannon (an important target practice).



## if the kids aren't united

Friends and family alike can take on one another thanks to the four-way split screen (or Internet) option that lets you fight it out with a chosen vehicle in whichever rooms you've opened up through successful campaign play. Play straight Deathmatch or the more tactical Capture the Flag, while a Cat and Mouse Mode lets you chase each other relentlessly.



## INITIALLY...

As simply flying or driving about in a screen even without bothering to do any missions, Toy Commander is as easy to pick up and play as something from Fisher Price. But from the word go, it's obvious this isn't easy-peasy kids' stuff.

## It's child's play



The illuminating Intro sequence shows the helmeted Gurdy at play, rooming one of his planes

with typical childish fervour until he gradually turns invisible, leaving the plane still tracing its impossible arcs. It's a nice touch that shows how the values of the game aren't based on stiff adult laws of physics but will follow the hyperactivity (and, accordingly, super-tun) demands of a kid at play.



The twenty-somethings amongst you with a less-than-glorious literary past may remember a comic strip called General Jumbo. This featured a fortunate young chap who, courtesy of a convenient inventor uncle, had an entire army of miniature soldiers, tiny tanks and pint-sized aircraft under his radio-controlled command, a brigade which he used to heroically rescue pets, vanquish neighbourhood bullies and such like.

## THIS INGENIOUS PREMISE OPENS UP A VERSATILE VISTA OF GAMEPLAY

Toy Commander is, in essence, a Dreamcastified version of this pre-adolescent fantasy, and although it's highly unlikely that some bod at Sega ripped off this decades-old idea, it's certainly fine and original fodder for a modern computer game. The multi-sectioned action is based

around the various rooms in an ordinary suburban house in which the diminutive child-hero (named Gurdy) of the game lives and plays.

Like any 10-year-old worth his salt, the flying-helmeted fellow has an impressive array of toys at his disposal, which naturally he treats with a boy's traditional lack of care and destructive tendencies. However,

these continuing annihilative habits have pushed the long-suffering toys to their collective breaking point and a mutiny is now underway. This is masterminded by a brace of batteries-not-included major-demos that set him increasingly tricky tasks which he must complete to prove he is still



Here's a breakdown of some of the most interesting levels as far as we've progressed.

### Kitchen

A culinary introduction sees the adjoining cooking area and dining room become a battlefield to rival the Somme, overseen by the harsh robotic taskmaster Cyclon. Ainsley Harriet had better keep his head down (or perhaps not...?).

### Dish of the Day

As you're eased gently in, the game sees a tandem team of tank and P-36 Lightning acting in unison to build some unhatched chicken embryos. The ground hugger must navigate the treacherous shekling and shove at least three eggs into the saucepan below, while the flyboy has to shoot the gas ring controls into an On position so it heats up the pan. Bon appetit, mes amis.

### Deep Sea Trap

Someone's left the sink taps running and the kitchen is somewhat flooded. You must protect a plucky red steamer ship as it patrols the new depths of an interior ocean made treacherous by a wolf pack of miniature submarines. Those PC-bred flight sim skills now have a new and less nerdy context to shine in as the tension levels take an unexpected rise.



worthy of owning them. Nightmarish Chuckie-type scenario aside, this ingenious premise opens up a versatile vista of gameplay possibilities, unfettered and eclectic like only a child's imagination can be.

### Toys 'R' Us?

As the intro sequence demonstrates, the various planes, choppers and ground vehicles are best envisaged as possessing the kind of super-exaggerated manoeuvrability that a kid would



## TOY COMMANDER SPANS ALL THE GAMING FLAVOURS

grant them, uncaring of matters like collisions with solid objects, falls from a horribly great height, momentum, etc. This also means cars can drive along the walls as easily as they scoot across the seemingly vast floors.

Being an inch or so high means the once-mundane settings of kitchen, bedroom and similar become huge yawning canyons with enormous vaulted ceilings, meaning it's possible to get twinges of genuine vertigo by

looking off the edge of the fridge freezer.

Fans of the PSX classic Micro Machines V3 will recognise the look and feel immediately, and Toy Commander shares the same small-scale dry wit as the dinky car classic, alongside a similarly large helping of chunky playability and wholesome graphics. There's more than just plain vanilla racing to be had, though (although each room does have a zippy race either in the air or with wheels to help familiarise yourself with their layout)

as the missions span almost all conceivable styles of gaming format. Here's a breakdown of some of the most interesting levels as far as we've progressed.

### A Playroom With a View

These are just the cream of the crop, as other equally enjoyable missions see you hunting for deserted soldiers high up on precarious ceiling rafters, dousing carpet-bound forest fires and re-directing a runaway

## let's get physical

In Toy Commander, an unprecedented number of objects can be moved, destroyed or manipulated in some way, all with remarkably convincing real-world physics. It's fascinating to drive up to things and nudge them to study their behaviour, making heavy basketballs roll, nudging cuddly toys until they rock and finally topple, spinning cylinders on their axes before sending them tumbling down irregularly shaped chasms, bouncing and rebounding with an almost ozo to realism. Lights too bright in a room? Just ram or shoot the light switch to plunge the proceedings into darkness. Often, the task in hand is forgotten as you explore and prod at things, trying to find some potential use for them. It's a whole new gaming world with immense possibilities that are just starting to be hinted at in games like this.





### Air Raid

All hell has broken loose over the chopping board as an enemy airbase (concealed under the dresser) sends out bomber sorties to pound your airbase with explosive eraser munitions. A twin-pronged defence must be fought by a Spitfire armed jeep tries to infiltrate the heavily fortified airbase, guarded by crash-cut plastic soldiers and drawing-pin minefields. Suddenly it doesn't feel like cheery fun 'n' games - in fact, it's more grizzly hard-edged combat than Incoming (8/10, Issue One).

### Two Kid's Bedrooms

Cutty's home territory proves to provide little sanctuary as the dastardly multi-coloured clown Ringolo has turned the youngster's homely tip into a wacky war zone.

### Water Bombs

Ringolo has set four firecrackers to explode in the faces of innocent toys. You must pilot an unarmed cargo copter over in the sink to pick up a handful of water balloons and then dump them on to the bangers' fuses. Delicate positioning is a must, although the view switches to a static third-person angle when you get in close.



train by shooting the points. This massive variety is where the real beauty in Toy Commander lies as it spans virtually the entire range of gaming flavours, from frantic Mario karting through to Tomb Raider-esque progressive platforming and exploration.

Some levels require strategic planning and surgical precision whilst others are all-out desperate gunfests with quick reactions and head-spinning Top Gun tactics. It never locks into a repetitive rhythm (in the manner of the otherwise-excellent Driver, say) keeping the player on his or her toes whilst offering both a tough challenge and enough dangling carrot to dodge frustration. The welcome result of this is a huge dose of one-more-go-ism, thanks, in particular, to the fair-minded level achievement system. Here, you don't have to complete every mission to progress to the next room, although you will miss out on the climactic boss duels if you don't complete the whole shebang within touch time limits.

The overall impression is that for the first time (arguably) we have a game that has taken the first confident steps into the wide possibilities that 128-bit gaming can offer. The game revels in the greater elbow space and close-up detail the big-bottomed processor can provide. While the visuals don't have the overt whizz-bang flash of yer Soul Caliburs, their quality lies in more subtle areas of design and overall look,

### Chuck

The towering presence of Codrillan half-reptile half-rabbit Chuck is a handful as he stalks a vulnerable cardboard metropolis. Armed with stomping feet and nasty flame-like halitosis, you must hurry and hassle the knee-high, beehemoth with a scurrying rocket-lobbing APC and zippy helicopter, peppering him with high explosives and covering in the many alleyways and blind spots.

### Clara

She's the most precocious, primadonna doll in Cutty's sister's collection, so it's no wonder the other toys want to see her burn! Her dream doll's house is under siege by a phalanx of tanks and you must save Clara before they toast her. Unfortunately, a lightly armed jeep is all you have at your disposal, though, so the use of rapid hit-and-fade tactics is an absolute must. Watch out for Bazooka Joe snipers that lurk behind alphabet blocks - they may be moulded, but they're dead accurate shots.

### Hallway and Mezzanine

The lofty climbs of the stairs become a precipitous stage for warfare under the steely gaze of the malicious Tonka toy, Karter.



### Chemical Alert

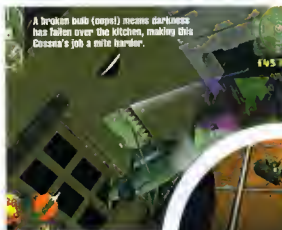
The perennial brat's problem of stinky trainers threatens the very lives of innocent farmyard animals, gassed by their Odour Eater-proof stretch. Drive your club-footed tank up to the top shelf and topple the deodorant canister down to the level of the shoes where a burst of gunfire will activate the nozzle and spray away the foul miasma. Not a particularly tough level, but it shows off the remarkably accurate physics brilliantly.

### Aces Patrol

Echoes of the bland Aero Dancing here, as a jet fighter must be flown in formation with a squadron of drone planes, all the while keeping their brightly coloured contrails in touch. This is an unexpected task after the down 'n' dirty ground missions and takes a few goes before it can be pulled off with a degree of elegance.

### The Hunting Season is Open

The hallway is bristling with pencil launcher emplacements and concealed plastic gunmen who are intent on gunning down Cutty's migrating organic birds. Clear a path through for the wimpy paper avians or they'll be shot down gleefully by the massed ranks.



achieving an understated but hard-to-execute final product whose deep quality only becomes obvious when you're exploring the unlikelyst of nooks and crannies. By the sounds of it, Micro Machines V4 was seemingly going to follow a similar non-racing path, but it seems Sega has pulled an ace out of its usually coin-op-centric sleeve and stolen the Codies' thunder. Who would've thought it?



Original ideas and gameplay eclecticism combine to make a yummy mix of sharp playability and lovable surprise features. This is what the UK needs to make its mark in a cruel market, too sure.

9

Here, you must get out the fire with the water-carrying Commander. Photo: Andrew C. Brown

Last month, we had a peek at some of the strange games that have arrived in Japan. By some fluke, the games this issue are equally as strange, but this time we give them marks out of ten. What is it with the Japanese? Maybe it's the sushi...

## Puyo Puyo 4

Publisher	Sega	Developer	Compile
Available	Out Now	Players	1-2
Price	£54.99		

This is quite a sweet little addictive puzzler for you. From the same strand as Bubble Bobble on the PSX, in fact. True, you have to sit and see how your opponent does it before you catch on, and it takes a long time to get up to standard, but if you keep plugging away it becomes easy.

The principle is to make groups of four sticky round things (goodness knows what they're called) which then melt away and move all your other coloured balls down a few notches. The more groups of four you make in one move the better, because the number you get rid of depends on how many balls are then loaded onto your opponent's side. Whoever fills up the other's side first is the winner.

All right. It may sound boring, but it takes quite considerable amounts of concentration to arrange them properly so you can do multiple links, and that's the only way to win. There are two main modes of play. The first one is a one-player challenge against CPU opponents. The first couple of stages are fairly easy, but then your opponents suddenly become almost unbeatable; the thing is, by this point you're hooked anyway.

You can also challenge a mate if you fancy, so you're more evenly matched, but be warned that you're brain will no doubt turn into a frazzle by the time you can drag yourselves away from the screen. Oh well, one to keep the puzzle game

# On import





# Giant Gram

<b>Publisher</b>	Sega	<b>Developer</b>	Yukus
<b>Available</b>	Out Now	<b>Players</b>	1-2
<b>Price</b>	£54.99		

If you didn't already know, Giant Gram is the sequel to Sega's All Japan Professional Wrestling that was first bought out on the infamous Saturn.

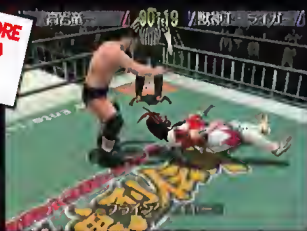
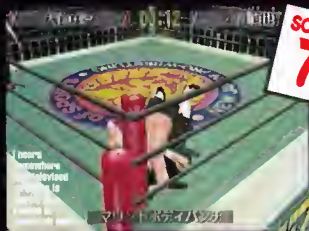
One of the first things you'll notice is the presence of three of the Virtua Fighter characters: Kage Maru, Jeffrey and Wolf. Their addition in the game is purely for novelty value, of course, though you can

identify with their familiar fighting moves.

What shocked me is that Giant Gram isn't analogue compatible, so far the first few seconds in the ring, I was wondering why the heck my character wasn't moving. The controls in general are little dodgy, and it takes a long time to become acquainted with the configuration. Each of the characters can string together four-bit knockdown combos by just hitting the A button repeatedly. However, the most complex moves are your grappling and

throwing actions, which are accomplished by D-pad movements. The learning curve for this game, then, is gently sloping. Each time you enter the ring you have to try out new moves and hope that you can pull enough off to beat your opponent.

As for the game modes on offer, Giant Gram includes both ranking and versus modes. You can choose to fight as one wrestler or enter a tag team match; plenty to be getting on with. Myself not being a true American wrestling fan, I didn't see anything attractive about this game, but I've been assured that it's one of the better ones. To find out what other wrestling titles have to offer, turn to Page 40 and read our preview for WWF Attitude.



# Gundam Side Story 0079

<b>Publisher</b>	Bandai	<b>Developer</b>	White Dingo
<b>Available</b>	Out Now	<b>Players</b>	1-2
<b>Price</b>	£54.99		

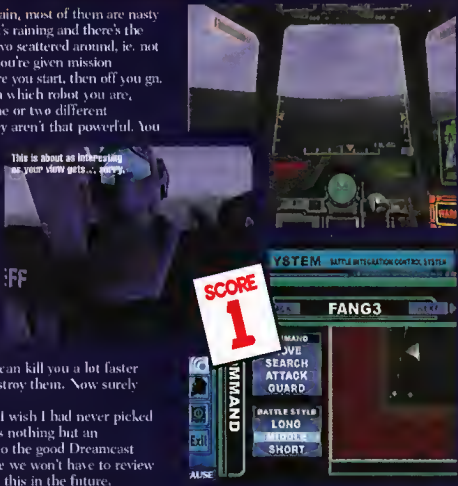
Now can anyone tell us what this is all about, then? If only we could understand Japanese. Not to jinx this game too much from the start, Mechanoid shoot-'em-ups have never really taken off, although Slave Zero looks to be a contender for the exception slot.

All we've managed to work out on this one is that there's a fight for world supremacy going on and you're on the front line. This shoot-'em-up also encompasses a little strategy as even though you only control one robot, you can instruct another two what to do. This is done via a separate menu on which you highlight them; you then instruct the robots to either guard, search, defend, or attack a particular area of the terrain.

Talking of terrain, most of them are nasty greyish colours, it's raining and there's the odd building or two scattered around, i.e. not very interesting. You're given mission instructions before you start, then off you go.

Depending on which robot you are, there are only one or two different weapons and they aren't that powerful. You also have defensive moves where your arm acts as a shield from oncoming fire; it doesn't work too well. It takes about five minutes of constant firing to blow up an enemy, and it seems as if they can kill you a lot faster than you can destroy them. Now surely that's not right.

In hindsight, I wish I had never picked up this game. It's nothing but an embarrassment to the good Dreamcast game, and I hope we won't have to review many games like this in the future.



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# WWW.ONLINE

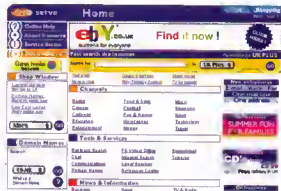
Wave goodbye to four-player carnage - with the online gaming power of the Dreamcast, Sega is heralding a new era in multiplayer mayhem...

Let's face it, there's no greater gaming pleasure than knocking seven shades of crap out of your mates. With a big gun, of course. Bit limited, though, isn't it? I mean, just how many mates can you play at one time? And if they're anything like the rabble of assorted no-hopers, hangers-on and losers I count as my peers, wiping them out and mopping them up has become as easy as shooting fish in a barrel. With a big gun, of course.

But hey, console gamers - there's a brave new world out there. One where you can play opponents in Japan, the States, anywhere in fact, and one where said opponents are real people. The advent of real-time online gaming beyond ditchwater-dull 'multi-user dungeons' has sharpened the playing and paying public's hunger for blasting the guts out of each other.

Okay, enough of the blurb. The chances are you've bought this magazine because you currently own a Dreamcast, or you're thinking of buying one. Unless you've been living in Peru for the last year or so, you'll know that one of the features that sets this machine apart is the inclusion of an internal modem, plus a software bundle called the Dream Passport or DreamKey. You may also know that the modem runs at 33.6kbps and may be aware that Sega is now an Internet service provider (ISP).

Fair enough, but what does it all mean, how and when are you going to actually get online and play, and why has the whole



# .COM



thing been delayed yet again? Reasonable enough questions, begging - nay, demanding - reasonable answers. So here we go...

## To Connect and Serve

In the beginning was the Net and the Net was God. Or so you might think. In fact, the Internet grew out of a US-defence computer network, linked over phone lines, in the Sixties and Seventies. Ignoring, to avoid paint-drying tedium, a few decades of cyber-history, this integrated network spawned the world-wide web - graphical, user-friendly pages and sites - plus e-mail and a few other bits and pieces.

Almost as soon as it became possible to link computers via phone lines, people began to interact for entertainment; online gaming was a natural consequence. The

idea is, you buy a game and install it on your PC. You then find an online server - a powerful computer that handles and directs large numbers of files to other computers. Via the server, you then play your game with as many other online users as is dictated by the game and the server's capacity.

In order to play online, you generally need to connect to the Net. And that's where your service provider comes in. An ISP provides a link to the Net, and since the advent of Freeserve, most in the UK provide this service for free. All you pay is the cost of the call for the time you're online - in the case of Sega and many others, this is at local call rates. The speed at which you connect is governed by, among other things, your modem speed, measured in kilobits per second, or kbps, usually abbreviated to 'k'.

## ONLINE GAMING HAS SHARPENED THE PUBLIC'S HUNGER FOR BLASTING THE GUTS OUT OF EACH OTHER



## SITE SEER

Last issue, we listed some of the best web sites for finding Dreamcast information. Since then, and as the release date draws ever closer, unofficial sites are springing up faster than worms after a rainstorm. So here are some more of the best...

### Dreamcast Europe

[www.dreamcast-europe.com](http://www.dreamcast-europe.com)

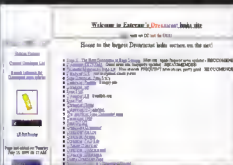
Spanking new and spanking gorgeous is this glitzy site from Sega. Unfortunately, that's all it is - don't expect reams of information and answers to all those questions. Prettyclamation, though.



### Dreamcast Information Page

[www.sega-dreamcast.org](http://www.sega-dreamcast.org)

Something of a misnomer, as this is a page of links rather than straight information. That said, the links to the world's best DC sites makes this an invaluable stop-off for the clued-up surfer. It's also part of the DC web ring - in other words, a group of sites all relating to one subject, the Dreamcast.



### Dreamcast Mailing List

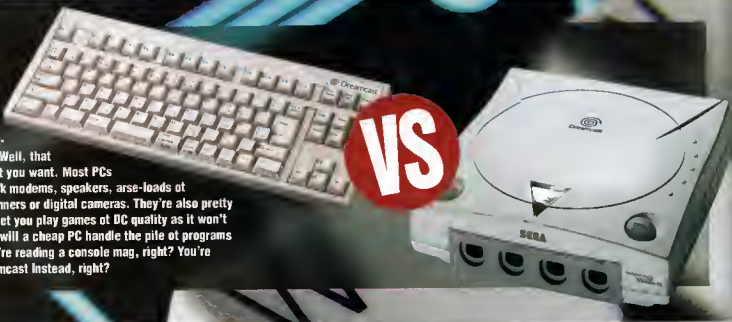
[home.earthlink.net/~frost/dreamcast.html](http://home.earthlink.net/~frost/dreamcast.html)

With a mailing list, you get regular e-mails delivered to your inbox from all the other members on the list. Great if you want a shed-load of mail delivered to your in-box from time to time; annoying if you don't. A great way to share information, though.



# PC plod

The cost of the Dreamcast, keyboard and one or two games nearly puts the machine on a price par with market-bottom Net-ready PCs. Is it worth the price? Well, that depends on who you are and what you want. Most PCs these days come with internal 56k modems, speakers, arse-loads of memory and peripherals like scanners or digital cameras. They're also pretty costly. But a sub-£400 PC won't let you play games of DC quality as it won't have the graphical capacity; nor will a cheap PC handle the pile of programs that most users require. And you're reading a console mag, right? You're into games, right? So get a Dreamcast instead, right?



So here we have the Dreamcast. It has a 33.6k modem and Sega is to become an ISP. Marry the two together and what do you get? Online gaming, yes, but a whole lot more besides. Sega wants the machine to be "the home entertainment centre for all the family", meaning it wants users to use the DC for web browsing and e-mail as well as gaming. Let's have a look at what we can expect when we log on...

## Have Your Quake and Play It

Obviously, in order to play a game online, you'll require the game and a connection to Sega. So far, Sega has been noticeably quiet as to exactly what will be available to play over the Net next year and exactly how it

will work, so what follows is informed speculation. What we do know is that the Dreamcast uses Windows CE as an operating system, which means that developers can pretty much directly port PC games for the DC. And you know what that might mean... Quake and Unreal.

If there's one game that encapsulates the thrills, spills and bellyaches of online gaming, it's that mainstay of guts 'n' gore, Quake. In Quake, players zoom around dungeons blasting merry hell out of each other with an assortment of imaginatively destructive weapons. Quake can also be played online, with teams, or clans, playing together against the world - or you. This is hopelessly what we can expect from the

Dreamcast; it's rumoured that Quake 3 will be available for the console next year.

This would be pants-creamingly good news, combining, as the game does, Ferrari-fast gameplay and eye-popping 3D graphics. In fact, and not tell any of your Quaking mates, it'll probably be better on the DC owing to the graphics handling and the simple fact that console gaming is far, far superior to mucking around with PCs. But you knew that already.

Other similar games that could follow suit include Unreal, and if we're lucky, Unreal Tournament, based on the Unreal game engine. Similar to Quake, your task is to fight and kill a bunch of hard-as-nails psychos while dodging the flak from their weapons. Fast, furious and flipping great, Unreal Tournament would be an ideal port from the PC to the Dreamcast. The PC version is designed to

Strategy games like Total Annihilation are ideal for online gaming...



be played online when it's released in the near future, with the enemies played by fellow gamers around the world.

But it's not all blood and thunder. Oh no. With real-time strategies remaining popular in the online gaming stakes, you could soon be commanding armies and building cities courtesy of your console.

Games like Total Annihilation allow gamers to build entire civilisations, then defend them using appropriate strategies - or not, of course. While lacking the immediate adrenaline-pumping ferocity of first-person fisticuffs, there's a certain patriotic pride in razing to the ground some Johnny Foreigner's little army. All in the name of sporting entertainment, of course.

But hang on. These are the caring, sharing Nineties, aren't they? We're all supposed to be going round hugging trees and saving badgers or something, aren't we? What happened to good old Sonic, or even footie games? The thing is, testosterone-charged shooting games and army antics naturally lend themselves to multiplayer scenarios. There's a sensible limit to the amount of people you can have in a football team after all.



Unreal Tournament pitches you against a variety of opponents, most of them alien - remove that if, this will be available to play online in the future.



## chat... and date?

One of the much-touted Net features of the Dreamcast is support for chat. Internet relay chat, or IRC, is one of the most instant ways you can communicate using the Net; it will be available from the DC Internet start-up screen, so we're told. IRC chat rooms offer almost instant communication rather than via e-mail. Chat is extremely handy for making friends, swapping tips and tirling - it's a great way of meeting that ideal partner, ie. someone else who never gets out, is obsessed with Sonic, etc., etc. More details can be found on the web, at [www.irchelp.org](http://www.irchelp.org).

## THERE'S A CERTAIN PATRIOTIC PRIDE IN RAZING TO THE GROUND SOME JOHNNY FOREIGNER'S LITTLE ARMY



# THE GAME IS REPUTEDLY A SCI-FI STORY WHERE USERS SIMULTANEOUSLY EXPLORE HUNDREDS OF MILES OF TERRAIN AND SHOOT EACH OTHER WITH LASERS

## Surf's Up...

As we mentioned, gaming is only part of the Dreamcast's online story. Sega also wants us to browse the web and send and receive e-mail through the console. Piece of piddle, except... Well, how are you going to do it exactly and what will you see when you do it? We managed to get these screenshots off the web. Apologies for the poor quality; this is because TV's don't handle this type of text well.

Originally, the Japanese version of the Dream Passport software, which you use to get you online, lacked any of the programs that allow you to view animation, graphics and even sound on the Internet. Not so Dream Passport 2, or DreamKey as it's going to be called in the UK.

The new version comes with many a whistle and bell - Macromedia's Flash and a programming language called JavaScript mean you'll be able to view animated movies and interact with web pages. In addition, the new version allows users to play downloaded movies and online videos with RealPlayer G2.

So here's how it works. Plug the machine in, connect to the Net and off you go. Simple as that - just use the £19.99 keyboard or the joystick to type a web

address into the browser and wait for the page to download. Actions like scrolling up and down web pages will be via the left and right trigger keys, and because normal TVs aren't equipped for high-definition text, users will be able to zoom in on web pages, rather than develop an unsightly squint.

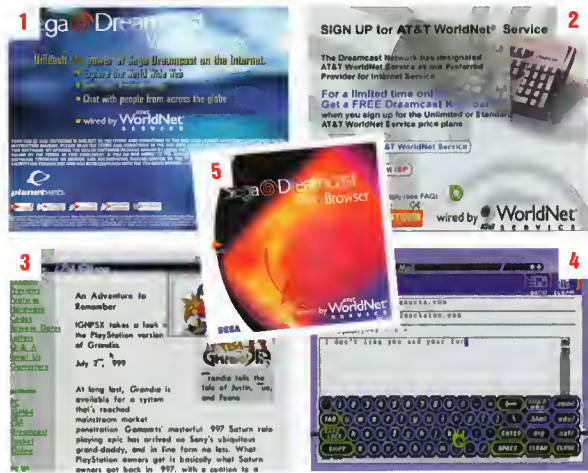
Alternatively, select e-mail and write that long-overdue letter to your online Auntie thanking her for the fiver she slipped into your birthday card when you were four. After all, each Dreamcast owner can have up to five e-mail addresses. Job's a good 'un.

So that's it, then. End of story. And everybody gamed and surfed happily ever after. Except that's not the end, of course. The DC Network still appears essentially to be a concept rather than a reality, and the recent delay of the console's release can be blamed on complications arising from the Internet software disc and possibly BT dragging its heels. As usual.

We can take solace, however, in the fact that all the delays should mean the final product will be honed and tested to perfection. By all accounts, it's going to be well worth the wait. Trouble is, we want it all and we want it now. Patience is a virtue, though; watch this space for more news, views and how-tos.

## why are we waiting?

Sega and the game developers have been - would you believe it? - pretty cagey when it comes to telling us what will be available and when. The delay in launching the console in the UK appears to have been caused by the company smoothing a few creases on its ISP status with BT and hassles with the software. Game developers have also been complaining that Sega has been slow to provide networking tools for game development. Not a good sign... But the company reckons that even if there are no online games until next year, there will be Internet connectivity when you buy your Dreamcast and that users are getting a gaming workhorse regardless.



1. Although this is the US version, it's likely that you'll be presented with an option screen similar to this when you use the DC to access the net...
2. This is how users in America sign up to the AT&T/Sega ISP; the situation in the UK and Europe is likely to be a little different.
3. This is the PlayStation page viewed through the Dreamcast browser. Oh, the irony...
4. Sending and receiving messages through e-mail will look something like this; note the on-screen keyboard which you can use if you can't afford the peripheral version.
5. The Dreamcast browser interface - at the time of writing, anyway...

# cheat code central

Make the most of your Dreamcast games with DCM's latest codes and cheats...

## SEGA RALLY 2

### All Cars

At the main menu press  
 ◊ ◊ ◊ [B] [A] ◊ [B] [B] ◊.  
 You'll hear a sound if  
 you've entered the code  
 correctly.

### All Tracks

At the title screen press ◊  
 ◊ ◊ ◊ [B] [A] [B] ◊ ◊.  
 All the tracks in the 10 Year  
 Championship will now  
 become available, including  
 the secret track for  
 completing this mode.

### Bonus Cars

To unlock the following cars  
 you must meet these criteria:

Mitsubishi Lancer EVO 4:  
 Finish first in the second year  
 of Championship Mode.  
 Toyota Celica GT Four ST-  
 185: Finish first in the third  
 year of Championship Mode.  
 Peugeot 106 Maxi: Finish  
 first in the fifth year of  
 Championship Mode.  
 Renault Alpine A110: Finish  
 first in the ninth year of  
 Championship Mode.  
 Peugeot 205 Turbo: Finish  
 first in the eighth year of  
 Championship Mode.

### Secret Rally Track

Finish in first place in every  
 year in the 10 Year  
 Championship Mode.



### Submit Times to World Net Ranking Step 1

Go to:  
[www.sega.co.jp/src/jp/kakuninget.html](http://www.sega.co.jp/src/jp/kakuninget.html)  
 and enter your e-mail  
 address on the form. After a  
 couple of minutes, you'll  
 receive an e-mail with your  
 personal password.

### Step 2

Have a look in your 'records'  
 in the Sega Rally 2 game  
 options. Behind your  
 personal records, you'll find a  
 code word. Scribble it down.

### Step 3

Go to  
[www.sega.co.jp/cgi-bin/src2/record.cgi](http://www.sega.co.jp/cgi-bin/src2/record.cgi)  
 There are four empty places.  
 This is what you have to fill in:

- Your name
- The code from the game
- Your e-mail address
- The code you received via e-mail

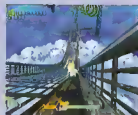
The left button  
 sends your  
 information to  
 the server.  
 After a few  
 seconds you'll  
 get some links  
 to your own  
 place in the  
 world high  
 scores.



## SONIC ADVENTURE

### A Knuckles Clone

Play through the whole game (with all the characters) until  
 you get Super Sonic. In his adventure, go to the Crashed  
 Island. You'll see Knuckles and Robotnik there. After the  
 clip, press [A]+[B]+[X]+[Y]+[START], then choose Knuckles.  
 Go to the same place, and there are two of Knuckles. This  
 works with all the other characters as well, but it's not  
 quite as funny!



### Easier Emblems with Knuckles

If you're having a few problems getting the one-minute  
 emblems as Knuckles, find the first emerald shard, but  
 don't touch it! Instead, pause the game and restart the  
 level. Run to it as fast as you possibly can. As the shards  
 act as save points, find the next one and repeat. Do this  
 until you have all three of them.



### Metallic Chao Baby

To get the one-of-a-kind metallic Chao baby, go to the  
 waterfall near the subway and look to the right of it, where  
 you'll see a sort of platform. Go up to it and push it. A  
 metallic egg will fall down the waterfall and into the pond.  
 When it reaches land, pick it up and take it to the nearest  
 Chao Garden. Throw it and it will hatch.



## SOUL CALIBUR

### Change the Colour of Sophitia's Underwear

Choose Sophitia and press  
 one of the following buttons  
 from the Character Selection  
 Screen and keep pushing it  
 until you see her do her pre-  
 battle pose.

- [X] = Pink
- [Y] = Blue
- [B] = Black
- [R] = Yellow
- [A] = White (original colour)

### Select Weapons Mode

Obtain all the pictures  
 in the fourth collection  
 in the Museum to  
 unlock this mode  
 which allows you to  
 choose a different  
 graphic for your  
 character's weapon.



### Victory Poses

Each of the characters  
 has three different  
 victory poses. To see  
 each one, after winning a  
 battle, press [X], [Y],  
 or [B] during the  
 replay to select one of  
 three poses.



### Secret Missions

On the left map in the upper  
 right corner there's a  
 mission and on the right  
 map in the middle there's  
 another. After finishing the  
 game with the secret  
 missions there will be  
 another start picture.

### Water Vein

Finish the game with  
 Lizardman and you  
 win new travels -

## TOKYO EXTREME RACER



### Car Type 930

You must beat the four Devos, all the other cars and the four Devils. Remember that sometimes you have to race on the opposite track in order to find all of them.

### Unlock Porsche 911 and Honda 2000

Defeat all cars from The Four Devos team at the end of Quest Mode to successfully complete the game. The

Honda S2000 may be purchased at the car shop in the next game. Additionally, the Rival 138-141, Type-S15, and Type-AP1 cars will be unlocked.

### Porsche 911

Unlock the Honda 2000 then defeat the other death cars in Quest Mode and successfully complete the game. The Porsche 911 may be purchased at the car shop in the next game.



## DYNAMITE COP

### Bonus Game

To unlock the Tranquilizer Gun hidden game, complete any of the missions.

### Infinite credits and Tranquilizer Gun

Complete missions one, two and three without using any continues.

### Extra Missions

Beat the first three missions without running out of continues and you will get missions four, five and six to play.

### Play as Bruno from Die Hard arcade

To play as Bruno from the original Die Hard arcade collect all of the picture frames in the game.



## BYTE SIZE

### REDLINE RACER

#### Bonus Motorcycles

Successfully complete GP Mode with each ranking to unlock the Anorak, Skitz, Roger Rocket and Hoverbike.

### PDP 'N' MUSIC

#### Change Character's Colours

You can alter the colour of your character's clothes by pressing the X button.

### Secret Character

On normal difficulty, use Dino first and make sure you win. Then use the Latin Song and win. Once you've done this, the new Composer character will appear in the list of 3rd level people.

### AIRFORCE DELTA

#### EE Lighting

Beat the game on Hard to earn one more place in the shopping screen, the EE lighting.

### Special Options

Complete all 20 missions under Normal difficulty setting to unlock a 'Special' selection on the options menu. The new options allow unlimited missiles and the HUD display to be removed.

### GIANT GRAM

#### Alternate costumes for Virtua Fighter Characters

When selecting one of the wrestlers from Virtua Fighter, hold the R button before you select your character with the A button.

### GOOZILLA VMU

#### Keep VMU Monster from Death

In VS Battle Mode, if you know your monster is about to die, turn the game off before your monster is pronounced dead. When you start again, your monster's alive again. This way you increase your monster's strength by assuring victories.

## VISUAL MEMORY UNIT



### Change the Screen Fonts

Immediately following the Quick Time Change Method, you'll enter a screen showing examples of numbers at the bottom. To change the fonts press Up or Down to sift through three different styles: regular fonts, sharp fonts or bold fonts. Press A to save your selection.

### Alter the Time Mode Animation Pictures

Immediately after the Font Change screen, you'll see a screen asking you to select an animation for the small pictures that pop up at the bottom of the Time Mode screen. You can change the animation by pressing Up or Down. The following choices are available:

neko: cat's paws animation

herikoputaa: helicopter animation

sakana: fish animation

Select which one you prefer and press [A].

## PEN PEN TRILCELON

### Secret Character Hinamazu

If you complete every section of all four levels you can use secret character, Hinamazu.



### Alternate Costumes

Finish in first place on all courses and choose variations twice to unlock every costume.



### Different Introduction

The intro sequence will change when a new record is set.



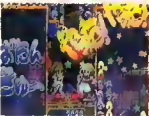
## PUYO PUYO 4

### Play as Carbuncle

Beat the game in Story Mode. After the credits roll, skip past the ranking screen then go to either Free Play or VS Mode. Hold R and press Y. You will find the characters to the left of Satan or the right of Schezo.

### Play as Doppie Arum

Beat the game in Story Mode. Once the credits have gone, again, skip past the rankings screen. Then go to either Free Play or VS Mode. Hold L and press Y. You will find the characters to the left of Satan or the right of Schezo.





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protection). Sorry, no COD.



## UK DREAMCAST GAMES

**Due to the immense extra pleasure that you will get from your Dreamcast by playing games online, we strongly advise against buying imported games or machines. You can ONLY play online with a UK machine and UK games.**

**Expected for release on Dreamcast launch day:**

Blue Stinger	£33.99	r.r.p £39.99
Buggy Heat	£33.99	r.r.p £39.99
Cool Boarders	£33.99	r.r.p £39.99
Dynamite Cop 2	£33.99	r.r.p £39.99
Echo the Dolphin	£33.99	r.r.p £39.99
Formula 1 Racing	£33.99	r.r.p £39.99
House of the Dead 2	£33.99	r.r.p £39.99
Imperial	£33.99	r.r.p £39.99
Metropolis Street Racer	£33.99	r.r.p £39.99
Millennium Soldier	£33.99	r.r.p £39.99
Monaco GP Sim 2	£33.99	r.r.p £39.99
NBA 2000	£33.99	r.r.p £39.99
Pen Pen	£33.99	r.r.p £39.99
Powerstone	£33.99	r.r.p £39.99
Red Dog	£33.99	r.r.p £39.99
Sega Bass Fishing	£33.99	r.r.p £39.99
Sega Rally 2	£33.99	r.r.p £39.99
Sonic Adventure	£33.99	r.r.p £39.99
Soul Caliber	£33.99	r.r.p £39.99
Speed Devils	£33.99	r.r.p £39.99
Take the Bullet	£33.99	r.r.p £39.99
Toy Commander	£33.99	r.r.p £39.99
Trick Style	£33.99	r.r.p £39.99
UEFA Soccer	£33.99	r.r.p £39.99
Virtua Striker 2	£33.99	r.r.p £39.99
Virtua Fighter 3tb	£33.99	r.r.p £39.99
World League Soccer	£33.99	r.r.p £39.99

All the games below are expected to be available prior to Christmas this year. Ring or visit our web site at [www.gameplay.com](http://www.gameplay.com) for a more up to date schedule.

Aerowings	£ CHEAPEST	r.r.p £39.99
Cue Ball	£ CHEAPEST	r.r.p £39.99
Hydro-Thunder	£ CHEAPEST	r.r.p £39.99
Jimmy White's Cueball	£ CHEAPEST	r.r.p £39.99
Marvel vs Capcom	£ CHEAPEST	r.r.p £39.99
Nortal Kombat Gold	£ CHEAPEST	r.r.p £39.99
MFL 'QBC 2000'	£ CHEAPEST	r.r.p £39.99
Re - Volt	£ CHEAPEST	r.r.p £39.99
Ready to Rumble	£ CHEAPEST	r.r.p £39.99
Shadowman	£ CHEAPEST	r.r.p £39.99
South Park Rally	£ CHEAPEST	r.r.p £39.99
Tokyo Highway Challenge	£ CHEAPEST	r.r.p £39.99
TrickStyle	£ CHEAPEST	r.r.p £39.99
Vigilante 8 2nd Offense	£ CHEAPEST	r.r.p £39.99
WWF Attitude	£ CHEAPEST	r.r.p £39.99



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# Sega Park

Has it really been a month since we were last here? It must have been because Sega Park in Bournemouth has got Ferrari F335 in a prime spot to attract the salivating arcade gamers. That includes us of course, but it's not just Ferrari we've got our eyes on, read on to find out more about Sega's best arcade games...





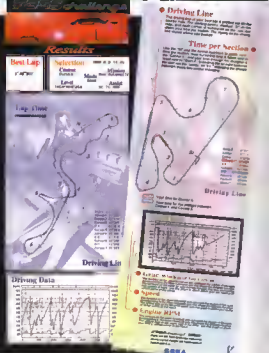
**G**obsmacking! Our gobs were well and truly smacked when we first caught a glimpse of Sega's officially licensed Ferrari driving simulator. This has got to be the biggest milestone in driving simulations since *Hard Driving* first hit the streets (the first driving 'simulator' to use polygons instead of sprites).

three difficulty settings that use Ferrari's four remarkable driver-assist extras. There's ABS (anti-lock brakes), stability control, traction control and IBS (intelligent brake system). Each of these functions can be turned on and off as you race, although the difficulty rating you use changes the functions you start your race with. There are a total of four courses available, each gradually increasing in difficulty and, you guessed it, they're all accurately based on the real thing. Though incredibly hard to get to grips with, F355 Challenge is well worth at least five pounds of your good money.

**DCM:** What do you think you're doing? You're not old enough to drive!



There are a million things about Ferrari that deserve a mention. Graphically, it's second to none, and the steering wheel, gear stick and clutch are totally realistic. But the icing on the cake has got to be the Results print-out that you automatically collect at the end of your race. As you can see, details include lap times and car set-up, etc. Below that is a pie diagram of the circuit you were racing on complete with the exact driving line you took, where you broke track and times for each corner of the track. Below that (and this is where heads start going) is there's your Driving Data. Here's a look for yourself... It's amazing how much detail they've gone into.



# ZOMBIE REVENGE

SEGA

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## ZOMBIE REVENGE

**Z**ombie Revenge comes from the same stable as The House of the Dead; in fact, it's a direct relative. The storyline's different, but the principle's the same, of course.

The government has plans to utilise the dead for militant use. But just before they were to put their evil scheme into action, everything in the city went dark. A year on and the city has now been overrun by the undead.

As in The House of the Dead, you take the role of secret agents who must rid the city of the nasty cadavers. Unfortunately, this isn't a light gun game, more of a hit the

buttons as fast as you can game. Unlike THOTD 2, you can pick which agent you wish to play and weapons must be found and collected. Also, you can collect first-aid boxes, shotguns, machine guns, hand grenades and antidote, which restores your health. A mere one credit lasts you a lot longer than it would on THOTD 2.

As for its arrival on the Dreamcast, well your guess is as good as ours to be honest. Bourne-mouth's Sega Park gets most of the arcades earlier than any of the others because it's a test centre, so the chances are you might not find it in your local yet.

## PIERRE (21)

DCM: You're French, right? Parlez-vous Anglais?  
Pierre: A little.

DCM: How come nearly all Frenchmen are called Pierre?

Pierre: What?

DCM: How are you finding Zombie Zone?

Pierre: Erm... it's okay.

DCM: Do they have arcades over in France?

Pierre: Yes of course, but they're not like this one... er (struggling with his English). This one has much better games to play.

DCM: Merci for having a chat with us.

Pierre: No problem, you gave me some credits for free so I can't complain.

DCM: Hmm, yeah thanks.



SELECT PLAYERS...





## CRAZY TAXI

**C**razy Taxi, developed using Sega's Naomi chipset, is pretty much guaranteed to make it onto the Dreamcast sometime soon (perhaps early next year if we're lucky). The premise of the game is remarkably simple, but remarkably addictive as a result. All you've got to do is drive your cool American taxi around the streets picking up customers as you go and taking them to their required destination. To pick up a fare, just approach and stop near them - when they jump in, you'll be shown where they want to go. Now just put

your foot down and get there as fast as you can (and before the time runs out). It doesn't sound particularly 'crazy' so far does it? Well, the idea (once you've picked up your fare) is to scare seven shades of shite out of them as you make your way across, road, pavement, field and park. Why not try driving up the wrong side of the road, weaving in and out of the oncoming traffic? Perhaps take a short cut through the multi-story car park and jump off the third floor over a few cars as you go - that should just about do the trick!

## SCOTT (22)

DCM: So is this how you drive in real life?

Scott: Well kind of, but I wouldn't take a short-cut through a pedestrianised area at full speed though.

DCM: Very sensible too... So you've put a few quid in this, what's so great about it?

Scott: It lets you go just about anywhere you want, so there's always a different route to take. It's just a shame you can't run any of the passers-by over - they always seem to get out of the way.

DCM: Isn't that a good thing? Anyway, do you know much about Dreamcast?

Scott: Yes, I know that some Sega arcade games might be ported across which is great. I'd like to see this (Crazy Taxi) and Daytona 2 go across, they'd make great console games too.

DCM: Thanks Scott.



## DECLAN (18)

DCM: If you could be one of the enemies in THOTD 2, which one would you be?

Declan: I would be one of those fat guys who bounce you off their stomach. They obviously drink loads of beer to get a gut like that.

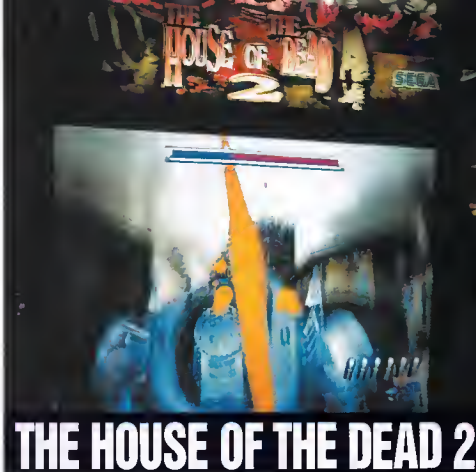
DCM: Good choice; they're damn hard to kill too. How far through the game have you got?

Declan: I've reached the Magician boss, but that was in two-player, I probably couldn't reach that far on my own.

DCM: So have you played it on the Dreamcast?

Declan: Yeah, I've got a Japanese machine and it was one of the first games I bought.

DCM: Good man.



It's a launch title for the Dreamcast's release on October 14th and it's been in the arcades for quite a while now; but it seems Sega Park punters just can't get enough.

We reviewed The House of the Dead 2 in last month's issue, so we're sure you're familiar with it by now. Like *Zombie Revenge*, you play AMS agents who must put a stop to the evil Goldman's plot to overrun

the world with the undead. The Dreamcast version is exactly the same as the arcade down to the last detail; it even has its own light gun. One advantage it does have over the arcade is you can set your continues to nine and your number of lives to about five. This means you've got a much greater chance of getting further in the game, especially if you alter the difficulty setting to Very Easy in the Options Menu.

# MORE CREDITS TO USE AT SEGA PARK

## competition

### dreamcast

# TO GIVE AWAY!

This month, someone else has the chance of winning an entire evening at Bournemouth Sega Park courtesy of DCM.

One lucky reader and a friend will be brought down to Bournemouth for a night where they can scoff take-away food and play on every single arcade game in the place; there certainly is no expense spared.

All you have to do to win is tell us your top three favourite arcade games at the moment, and if they just so happen to match our top three, your entry will be put into a big hat, and hopefully picked out in time for Issue 4 of DCM.

Send your answers on a postcard to this address:

**My Top Three**  
Dreamcast Monthly Magazine  
Quay Magazine Publishing, 22 Strand Street,  
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You must get your entries to us by the October 30th and the winning entry will be printed in Issue 4.

We've had loads of letters from you this month, but don't forget you can write in and ask us about anything to do with Dreamcast or just give us your opinions on something. The best letters or e-mails will be printed in next month's mag, so get scribbling.





**next month**

**GET READY FOR A  
KNOCKOUT ISSUE!**

  
**ON SALE**  
NOVEMBER 18th

**SHOWCASE!**

**READY 2  
RUMBLE**

You want more on Midway's feisty fighter? No problem, just tune in next issue for our no-holds-barred showcase, including interviews with the developers and a knock-out review of the game...

## **METROPOLIS STREET RACER**

Bizarre Creations is one of Sega's most respected developers. We catch up with the Liverpool-based company and take its 'Gran Turismo beater' out for a test drive...

## **JIMMY WHITE 2: CUEBALL**

Not only do we bring you the most accurate and in-depth review of Snooker's most realistic simulator, but we rub shoulders with the Whirlwind himself in our exclusive interview...

**exclusive**  
dreamcast



# Don't play games with criminals.

## It will end in tears.

### A SMALL sample of recent convictions:

Anthony Shaw	Cardiff	6 months prison
John Edgar	Wakefield	\$400 fine & £120 costs
Brian Kane	Liverpool	4 x 50 hrs Community Service
Colin Jackson	Sunderland	\$200 fine & £200 costs
Norman Mockford	Surrey	8 Months Prison & 180 hrs Community Service
Anthony Scaccia	Cardiff	\$2000 fine & £1585 costs
Mark Hopkins	Newport	£100 fine & £100 costs
Rowan Pastle	Buckingham	5 x £400 fine & 6 x 150 hrs Community Service
PCs Direct	Northampton	3 x £2500 fine
Mark Williams	Aberaeron	\$400 fine & £5000 costs

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\* Import/NTSC version reviewed

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